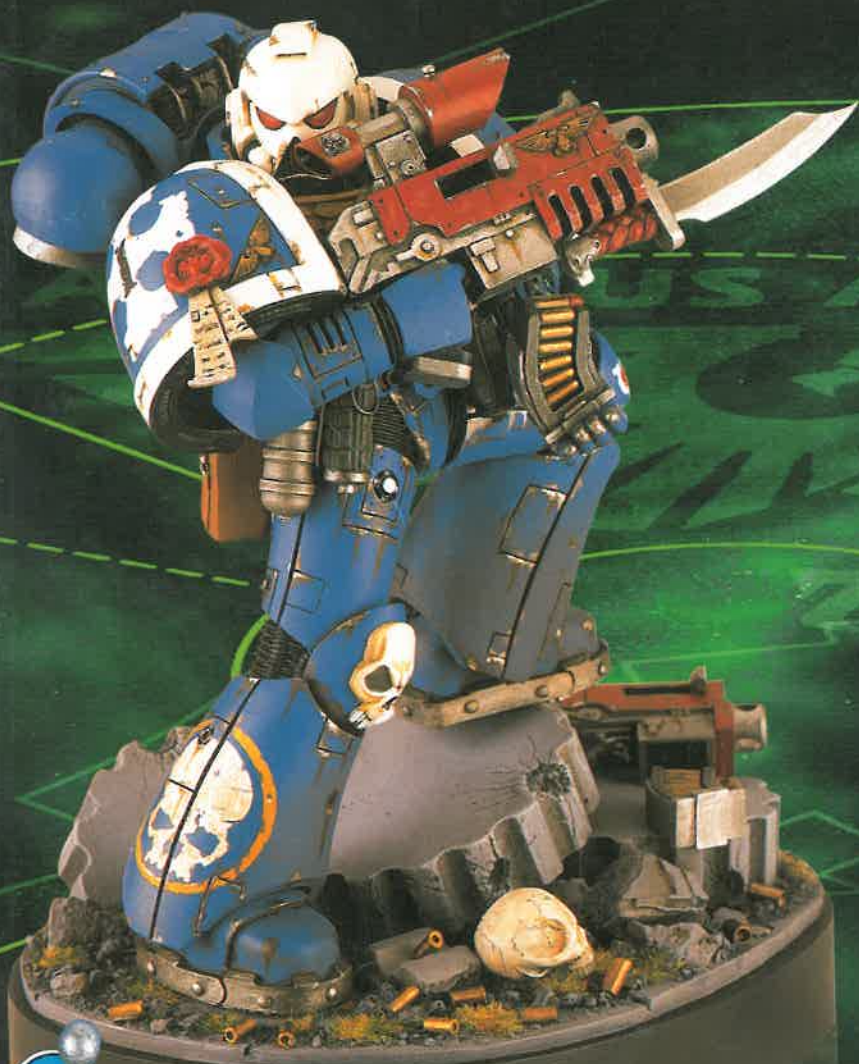


the citadel[®] Journal[™]

issue 33

The Games Workshop magazine by fanatics, for fanatics!

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**GAMES
WORKSHOP**

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Steve's Slot...

I was thinking the other day (for a pleasant change!) and recalled the dark phrase from Warhammer 40,000 – 'In the grim darkness of the far future there is only war.' Now that's a bit harsh if you ask me. I mean, who's going to serve the beer at your local or prepare that thick glutinous grease for your kebab after a particularly raucous night out if they're always

scrapping? Does anyone have time to sit down and paint their miniatures? Nope, there's only war. Does anyone go to the launderette or cook breakfast or wash their socks? Nope, just endless war, nothing but war – what a bummer man!

Right, now we've contemplated the bleak and uncompromising future, let's cheer ourselves up with the sheer profusion of cracking stuff in this issue of the Journal. A mad bloke from Oz brings us rules and conversions for 'ooking-great super-heavy tanks in Warhammer 40,000. We've literally

spent days trawling the Net for some cool articles on terrain building and tactics. We've even fulfilled Warwick's most heartfelt desire and sent him down to the Bovington Armoured Trials and Development Unit to let him drool at some real tanks on the proviso that he didn't steal any! And, of course, there's more from Imperial Armour, a whole lot more in fact, as we give you all the rules for not one but two of Tony C's cool resin tank kits. No, please no applause, the praise, oh you're too kind, stop it...

Steve

• COMING NEXT ISSUE...

- The Tower of Hazuk, a Warhammer Quest scenario that pits the Warriors against an ancient evil magic that has been left to slumber for far too long, but can they avoid the ingenious traps that lay within?
- The lost Kindred of the Wood Elves is re-discovered amongst other things as the Sylvan folk are toughened up for the Warhammer battlefield.
- Juvenile delinquency is all the rage in the Underhive as gangs of Brats vie for power and take on the best gangs that Necromunda has to offer.
- In a twisted parody of their fairer brethren, the Dark Eldar take to the Epic battlefield in search of captives.
- Untold numbers of impoverished street urchins flock to the call of the Adeptus Sororitas recruiters, the military wing of the almighty Ecclesiarchy, to join the Sisters of Battle Novice Squads in Warhammer 40,000
- The Mork Mobile is the biggest, meanest, nastiest Ork machine the Gorkas and Morkas have ever encountered. See if you can survive its onslaught in this monster Gorkamorka scenario.

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WARHAMMER

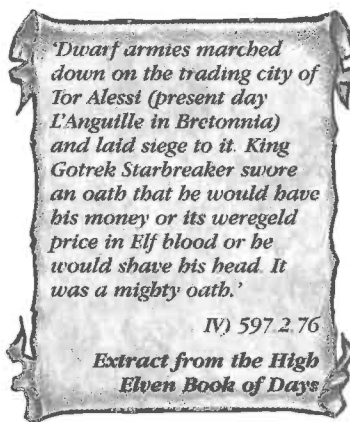
WARHAMMER

The Siege of Tor Alessi

A historical scenario for Warhammer
by the distinguished veterans of Nottingham Games Club
Wayne Oldfield, Dave Batten, James Meichell and James Kitchen

Lenton Games Workshop Club

The idea for this battle came out of the seething hotbed of intrigue, warfare and downright lunacy that is the games club held every Wednesday evening at GW Headquarters. Imagine, if you will, anything from eighty to one hundred and fifty gamers of all ages launching themselves into all out war for no other reason than it is a fun thing to do. The club caters for all of the main GW systems with leagues or tournaments currently running for Warhammer, 40K, Necromunda and Bloodbowl.



Among the benefits of a large club is that it gives you a wide variety of opponents so,

whatever your ability, there will be someone to give you a fair and even battle. Of course if you happen to want to take on an opponent whose beard sweeps the floor as they walk along, then we would be happy to find someone to oblige.

The club welcomes gamers of all painting standards as well, from aspiring Golden Demon winners to those who 'will get around to painting my army soon. In fact, I bought a can of undercoat only last year!' Seriously, the club does try to encourage anyone to paint their army, as it is well known that 'Tinboys lose more battles!'

Fundamentally the club is there to promote the whole hobby, whether gaming, painting and modelling, scenery building or just socialising. Whatever your interest in the Warhammer worlds, you should be able to find a like-minded soul at the club. So, if you live anywhere near Nottingham, come along on a Wednesday, we will be pleased to see you, and if you live farther afield - MOVE! Failing that, try speaking nicely to your local store manager as a GW club may be opening near you soon and they are well worth a visit.

DATAFAX

NOTTINGHAM GAMES CLUB

LOCATION:	Games Workshop, Willow Road, Lenton Nottingham, NG7 2WS.
TIMES:	6.00 til 10.00 pm, Wednesdays.
AGE LIMITS:	None.
FEES:	First session free. £2.00 thereafter.
GAMES PLAYED:	All Games Workshop games past and present
FACILITIES:	<ul style="list-style-type: none"> • Up to sixty gaming tables with most terrain available. • There's access to Bugman's bar, darts board and pool table.
CONTACT:	Pete Hely (after college on 0115 9168410)

Architect's Notes...

The project started with an idea: the last battle of the infamous War of the Beard between the High Elves and the Dwarfs. Tor Alessi is the last great stronghold of the High Elves in the Old World, and this magnificent, proud city is under siege...

The hills were made from 1 1/2 inch thick industrial corrugated card, with the gun emplacements for the thirteen Dwarf Cannons and Organ guns cut into it. This was then covered in rough builder's plaster (cheaper than Polyfiller!), painted with Lincoln green emulsion and flocked using a mixture of different cheap, grass coloured flockes, stuck on with watered down PVA glue. For the baseboard, two pieces of 6' by 4' chipboard was covered with builder's sand painted green and similarly flocked. Suitably sized slots were cut into the hill upon which the outer walls and towers of the city were to be located. The sea section upon which the converted High Elf ship was to stand was painted blue then covered with PVA glue. The cliffs were simply left a raw white plaster

The wall sections were made from the same thick card, faced in artist's mounting card and painted using a mixture of magnolia emulsion and burnt sienna artist's acrylic paint. The battlements were made from card and a moulding was applied, ready supplied with shield shapes. The shields were painted white and transfers applied, other details were painted Lightning Bolt Blue. The towers and lighthouse were made from large cardboard tubes and platforms were made for repeater bolt throwers. The front gate was made from thick card tubes, thick card and mounting card in a similar way. The portcullis was designed to be raised and lowered by the installation of a cunning device called a 'slot'. The doors were made from mahogany veneer and was finished off by tiny hinges and door knobs from dolls house furniture. Finally, flag poles and banners were added.

The total work took three or four of us four club nights to cut out the large card pieces and to construct the baseboard, the construction and painting of the towers and walls were done at home over about six weeks. A High Elf village was also made which included a guard house with a solitary sentry box (the inhabitant of which ran away when charged by fifty slayers!), a shop with supplies, a pub (the Queens Head naturally), a couple of houses (with gardens and chickens!) and a mansion. It did look good when it was finally put together. What a damn pity that the High Elves lost!

Wayne Oldfield, High Elf Architect and Stonemason

The Siege of Tor Alessi

It was back in July 1998 that the Lenton Games Club members decided that we would like to take part in the Black Library display part of Games Day. That was the easy part, all we had to do then was decide what our club display was going to be!

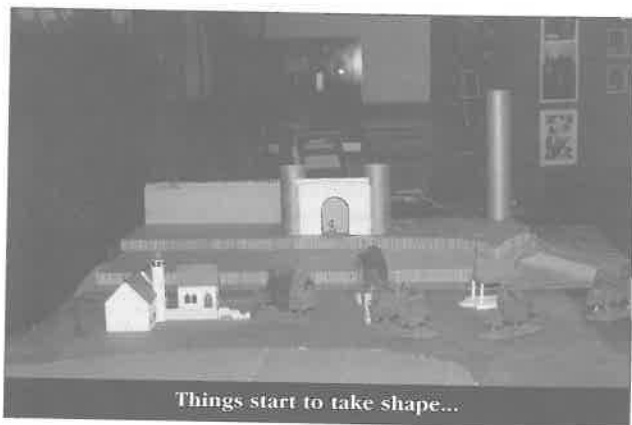
Eventually it was decided that

there would be three parts to our contribution: participation games of Bloodbowl, a Squig-baiting game developed by some club members and a large-scale demonstration battle based around an event mentioned in both the Dwarf and High Elf army books – the Siege of Tor Alessi.

Four of us got together to

plan the display with assistance from anyone who happened to be at a loose end on club nights (thank you one and all). We all wanted it to be a large scale battle with lots of troops fighting across the biggest table with the best scenery we could make. The result was the battle that you may have witnessed at Games Day '98.

The Siege of Tor Alessi



Historical Background

In the dark pre-history of the Old World, more than 2,000 years before Sigmar laid the foundations of the alliance that was to become the Empire, there was a time of peace now remembered only in the oldest manuscripts of Dwarf and Elf.

In the aftermath of the sundering of the High Elven kingdom, when the Witch

King Malekith and his followers were driven from the shores of Ulthuan, contact was re-established between the High Elves and the Dwarfs. Trade flourished and Dwarf craftsmen reached new heights of achievement.

But a shadow reached out over this period of peace and prosperity. Dark Elf raiding parties, masquerading as High Elves, started attacking Dwarf

caravans and raiding their settlements. In retaliation, Dwarfs started to attack any Elves they come across. Many innocent people on both sides were killed.

In a last ditch attempt to prevent all-out war, the Dwarf King, Gotrek Starbreaker, sent an ambassador to the court of the Phoenix King Caledor II. The ambassador arrogantly demanded compensation for Dwarf losses. In his fury at being spoken to in such a manner, Caledor had the ambassador's beard shaved off.

This incident led to a war between the two races that was to last for almost 400 years including numerous inconclusive Sieges of High Elf cities throughout the Old World and would culminate in the battle that we re-fought at Gamesday.

Rules of Engagement

For our game the standard Warhammer and Siege rules applied with the following additional special rules :

- The Dwarf army has up to 15,000 points available.
- The High Elf army may be chosen up to a limit of 10,000 points.
- No more than 50% of the High Elf army may be set up inside the fortress.
- Each army is limited to a maximum of 15 war machines.
- 3D6 Winds of Magic cards will be dealt in each Magic phase.
- The High Elf army is limited to a maximum of 10 Magic levels (e.g. 1 level 4, 2 level 2, 2 level 1, etc.).

WHY CLUBS AT GAMES DAY?

We really wanted games clubs at Games Day, putting on demonstration and participation games in the Black Library corner because this would really show all the Games Workshop fans out there just what they can achieve themselves. These clubs, although sometimes initially started up by us, are self-sufficient and thoroughly enjoyable forums for gaming. They help to identify the 'By gamers, for gamers' attitude that the Journal portrays.

It's cool to witness all of the spectacular displays put on by the Games Workshop staff but perhaps even more rewarding to see those put on by the clubs when you know that the club members have done it all in their own time and usually at their own expense as well. Seeing the clubs in action can only help fuel the enthusiasm of fellow gamers and help spur them on to either join or even start up their own club.

If you're interested in starting your own games club then write to us here at Games Workshop HQ or e-mail on:

journal@games-workshop.co.uk

THE GRAND THRONG OF KARAZ-A-KARAK

Characters

- **Gotrek Starbreaker**, Dwarf High King
(use High King Thorgrim Grudgebearer as they would be nigh identical)
- **Kadrin Redmane**, Runelord of Zhufbar
- **Garin Belinson**,
Army Battle Standard Bearer
- **Belgar Belinson**, Dwarf Hero
- **Morgrim Blackbeard**, Dwarf Hero
- **Kurgen Ironbeard**, Dwarf Hero

Regiments

- **Royal Guard of Karaz a Karak**
34 Hammerers + Standard & Musician, led by Baelin Fellhammer, Champion
- **Company of Ancients**
34 Longbeards + Standard & Musician, Led by Berek Ironbreaker, Champion
- **The Guardians of the Door**
34 Ironbreakers + Standard & Musician, led by Goran Stormhammer, Champion
- **Gotri's Diggers**
17 Miners + Standard & Musician, led by Gotri Belinson, Champion
- **The Blue Company**
62 Dwarf Clansmen + Musician & Standard

Bearer, led by Bragor Felleye, Champion

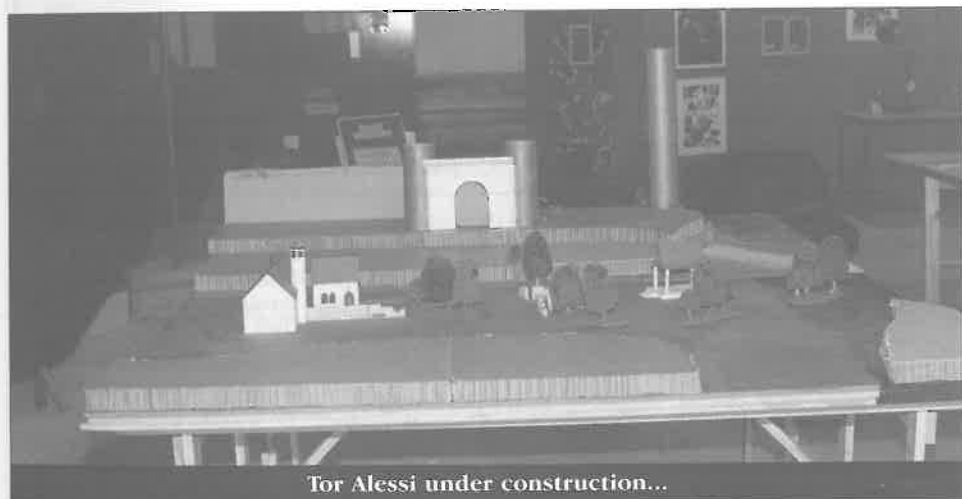
- **The White Company**
41 Dwarf Clansmen + Musician & Standard Bearer, led by a Champion
- **The Black Company**
41 Dwarf Clansmen + Musician & Standard Bearer, led by a Champion
- **The Red Company**
41 Dwarf Clansmen + Musician & Standard Bearer, led by a Champion
- **Spear Regiment**
17 Dwarfs with spears led by a Champion
- **Flight of Doom**
80 Crossbowmen
- **Company of the Damned**
65 Slayers led by a Champion

War Machines

- 3 Cannon Batteries
- 1 Bolt Thrower

Siege Equipment

- All units have grappling hooks
- 4 Log Rams
- 12 ladders



Tor Alessi under construction...

The War Host of Ulthuan

Characters

- **Caledor II** The Phoenix King
(see special character details)
- **Darian**, Battle Standard Bearer, riding a
barded Elven Steed
- **Telperion**, Silver Helm Hero
- **Gwindor**, Silver Helm Hero
- **Aratar**, Swordmaster Hero
- **Cotharnil**, Mage Lord
- **Hoethin**, Mage Champion
- **Astril**, Mage Champion
- **Lothlor**, Mage Champion

Regiments

- **The Kings' Guard**
15 Silver Helms led by Harandor, Silver
Helm Champion
- **Telperion's Cohort**
11 Silver Helms led by Farnil, Silver Helm
Champion
- **Caledor's Council**
5 Dragon Princes led by Tethlis, Dragon
Prince Champion
- **Woodsmen of Chrace**
20 White Lions led by Thingol, White Lion
Champion
- **Wardens of the White Tower**
20 Swordmasters led by Vargil-Swordmaster
Champion
- **The Bows of Ellyrian**
5 Ellyrian Reavers led by Eldarni, Reaver
Knight Champion

- **The Spears of Sariour**
8 Ellyrian Reavers led by Askarlan- Reaver
Knight Champion
- **The Sprayseekers**
40 Lothern Seaguard led by Curufin,
Lothern Champion
- **The Wavewatchers**
40 Lothern Seaguard led by Karadon,
Lothern Champion
- **The Castle Guard**
30 Spearmen led by Elwing, Spearman
Champion
- **Keepers of the Gate**
20 Spearmen led by Doriath, Spearman
Champion
- **Shadow Walkers**
20 Shadow Warriors
- **Night Creepers**
20 Shadow Warriors
- **Jade Regiment**
20 Archers
- **Sapphire Regiment**
20 Archers
- **Amber Regiment**
20 Archers
- **Crimson Regiment**
20 Archers

War Machines

- **Hammers of Vault**
5 Tiranoc Chariots
- **Judgement of Khaine**
8 Repeater Bolt Throwers

- Each army is limited to a maximum of the general, plus 7 hero level characters (Dragon and Daemon Slayers count as hero level, as do Master Mages and Mage Lords).
- The range of Dwarf cannon is increased to 56 inches to allow for the large gaming table.

- No special characters are allowed apart from the two generals.
- The battle will be fought to a conclusion, not to a set number of turns.
- If the Runesmith successfully rebounds a spell, he is allowed to store a power card in the Anvil of Doom, if there is room.

Victory Conditions

The Dwarfs win the game immediately should they manage to kill Caledor II, the High Elf Phoenix King.

Otherwise the Dwarfs must get a unit at least twenty strong into the city before the end of the final turn – should they fail at either of these objectives then the High Elves win the game.

Caledor II 'The Warrior'

Phoenix King of Ulthuan..... 430 points

	M	WS	BS	S	T	W	I	A	Ld
Caledor	5	7	7	4	4	3	9	4	10
Kharandir	10	4	0	4	3	1	4	3	6

The High Elf army is led by Caledor II, the Phoenix King of Ulthuan. He is the ruler of Ulthuan and occupies one of the seats of the Twin Thrones along with the Everqueen. He is a mighty warrior but as a general is rash and impetuous. However, the High Elves follow him willingly, believing that he carries the blessing of Asuryan, the king of gods.

EQUIPMENT: Caledor carries a sword and shield, and wears Heavy Ithilmar armour. He rides a barded Elven Steed called Kharandir, a gift from the Horse Lords of Ellyrian.

SAVE: 2+

Special Rules

King of Ulthuan: Caledor is the ruler of all Ulthuan, and his mere presence is enough to inspire the entire army. Any High Elves within 24" (instead of 12") may use his Leadership instead of their own.

Magic Items

Caledor carries three magic items. These are always the Feathered Cloak, Sword of Lothorn and the Phoenix Crown. These magic items are unique to Caledor and only he may have them. He may have no other or alternative magic items.

The Feathered Cloak.....Ward 35 points

The Feathered Cloak is the Phoenix King's symbol of office. Carrying the blessing of Asuryan, the lord of the gods, it protects Caledor from harm.

The Feathered Cloak gives Caledor a 4+ ward save against any wound he suffers. In

addition it renders him completely immune to fire based attacks.

Sword of Lothorn.....100 Points

The sword was a gift to their King from the Princes of Lothorn.

Any model hit by the *Sword of Lothorn* suffers one single wound irrespective of saves. Do not roll to wound or take any saves at all.

In addition the *Sword of Lothorn* adds +3 to Caledor's combat resolution.

**The Phoenix Crown
Enchanted Item..... 50 Points**

The Phoenix Crown is the ultimate symbol of the power and authority of the King. It is woven with the spells of the Loremasters of Hoeth to protect the liege of Ulthuan.

The Phoenix Crown gives Caledor an unmodified dispel of 2+ against spells. In addition, in the event that Caledor is killed, he will immediately be resurrected, and recover his full quota of wounds. Caledor may continue fighting as normal. The Crown has power to do this only once.



The Siege of Tor Alessi



Turn 1: The Dwarf army bears down upon Tor Alessi...

Battle Report

Turn 1

As the sun burned the last of the mist from the bay, the watchers on the battlements of the city of Tor Alessi could see the massed ranks of the Dwarf army spread out before them.

With a loud cry, the Dwarf army marched forward, drums beating and trumpets blaring. The batteries of cannon crashed out a deafening volley against the High Elf fortress, but the massive walls didn't even appear to crack under the massive weight of iron hammering into them.

In reply, the two units of Shadow Warriors guarding the shrine and the village of Alessi fired volleys of arrows into the ranks of the Dwarf Clansmen, but despite the almost impossibly large targets offered by the huge blocks of infantry, little visible damage was done.

The wild horsemen that were Ellyrian reavers raced down the flank of the Dwarf army, escorting a Mage as he attempted to get into range to cast a spell at the batteries of Dwarf war machines. The Mage Lord in the centre of the

battlefield called upon the Winds of magic around him in order to bolster the morale of the High Elf troops but the Dwarf Runelord dispersed the energy before the spell was complete. The Mage accompanying the Reavers tried to call forth an earthquake to destroy the cannons on the hill but this too was dispelled.

Turn 2

The huge Dwarf army continued to press forward. Their cannons again belched forth a hail of iron against the fortress but the artillery men could still see no signs of damage despite hitting the

walls repeatedly.

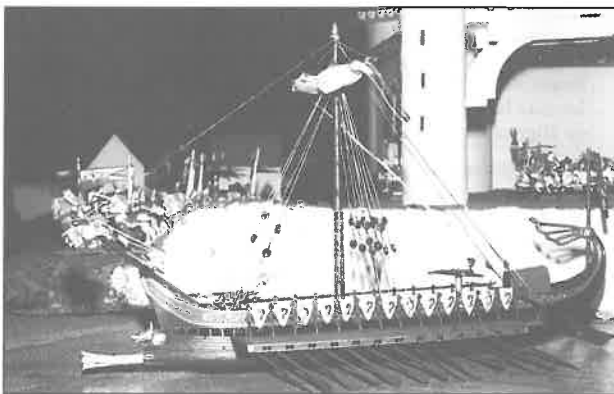
On the Dwarf left flank, a regiment of Longbeards charged into and broke the Shadow Warriors defending the village. On the opposite flank, the Miners charged into the defenders of the shrine, who managed to hold them off despite suffering heavy casualties and not inflicting any in return.

The massed Elven bow fire eventually started to have an effect, slowly whittling down some of the massed blocks of Dwarf infantry, although the losses were not yet sufficient to concern the vast blocks of Clansmen.

Turn 3

Again the cannons fired over the heads of the advancing Dwarf infantry, this time hitting and badly damaging the castle gate. Other shells bounced off the walls harmlessly again.

The High Elves moved forward to meet their enemies, missile fire again reduced the strength of the Dwarf infantry blocks and caused some Dwarf units to waver, but the presence of



The Elven warship offered some well-needed support fire

their High King bolstered their resolve and they continued forward.

The Reaver knights charged into a unit of Dwarf crossbowmen but were defeated and fled. In the centre of the battlefield, one unit of Lothorn Seaguard charged into the veteran Longbeards but were also defeated, only to be run down and destroyed as they turned to flee.

The Dwarf Miners attacking the shrine defeated the Shadow Warriors in combat again, their mighty two-handed picks smashing through shields and armour, crushing frail Elven bodies effortlessly. Horrified at the slaughter, the surviving Shadow Warriors turned and stumbled away but were chased down and killed by their determined foes.

Turn 4

The Dwarf crossbowmen charged the recently rallied Reavers, defeated them again and gave chase, but failed to catch them. After another round of largely ineffectual shooting by both sides, the High Elf Swordmasters and White Lions charged into the huge block of Troll Slayers in an attempt to slow their implacable advance, while a block of High Elf Citizen Spearmen attacked the Clansmen alongside them to protect the flank of the High Elven elite troops.

The Spearmen broke and fled in the face of a determined Dwarf attack, the Swordmasters caused many casualties amongst the slayers, but five of the White Lions were killed and the remainder ran away, leaving a dozen

Swordmasters facing nearly sixty enraged, spiky haired maniacs.

Dwarf army continued, a large unit of Clansmen charged into a unit of Lothorn Seaguard on the High Elves left flank, while



Turn 3: The Dwarf artillery damages the city gates...

Turn 5

Another huge cannonade thundered out, again crashing into the mighty walls. A cheer rang out from the sweating gunners as one of the huge gates sagged outwards and then collapsed. Their celebrations were short lived as, revealed behind the shattered gate, a massively reinforced portcullis stood defiantly – the way into the castle was still barred!

The inexorable advance of the

the Miners moved up alongside them ready to take the 'pointy-eared' warriors in the side. A unit of spearmen moved across to try and protect the flank of their brethren. In the centre the White Lions and High Elf Citizen spearmen rallied and prepared to return to the fray. Meanwhile, the Swordmasters, hopelessly outnumbered, continued to inflict casualties on the ranks of the Troll Slayer regiment but were



Turn 4: The High Elf spearmen prepare to engage...

The Siege of Tor Alessi

finally slaughtered. Not a single warrior would again see the White Tower of Hoeth.

The right flank of the High Elf army was starting to crumble with an elite unit of Longbeards defeating and then running down a regiment of High Elf spearmen, and a Clansman regiment pressurising a regiment of High Elf archers, who only managed to hold on as the Dwarfs struggled to climb the steep slopes. The Reavers were again charged by the crossbowmen and, although they lost the combat, they held their line.

With a rattling of chains and a clanking of massive ratchets, the portcullis was raised to allow a regiment of Silver Helms to come gracefully galloping out, banners fluttering in the sea-breeze and sun glinting off of highly polished Ithilmar armour. Simultaneously, two chariots swung out alongside them ready to reap a harvest of death amongst the tightly packed Dwarf warriors.

The Mage Lord, his brow furrowed with concentration,



Turn 5: A regiment of Silver Helms rides forth...

uttered a mighty spell and flames began licking around the feet of the Troll slayers, killing eight orange haired warriors before they knew what was happening. Then, struggling to control the power of the ancient and deadly staff he was holding, the Mage of Hoeth unleashed a massive earthquake against the hill where most of the Dwarf artillery was sited. When the tremors had subsided, three Dwarf war machines were lying shattered upon the ground, their crews

broken and bleeding alongside.

Turn 6

In revenge for the damage inflicted upon their fellows, some of the artillerymen directed their attention towards the newly emerged elite High Elf cavalry. One chariot was completely destroyed by direct hits from two cannonballs, while the shot from a third cannon killed one of the horses pulling the other chariot before bouncing into the Silver Helms, smashing three knights to the floor. Combat was now joined all along the front. To the High Elves left, the Miners regiment charged the flank of the Lothorn Seaguard, only to be charged in turn by a regiment of High Elf spearmen. Dwarfs wielding hammers and axes crushed Elven armour as though it were tissue paper while, in reply, delicately wrought spears and swords were seeking out the weak spots in Dwarf armour. The High Elves, taking advantage of the slope, were holding off the Dwarf advance. Only on the High Elf



The High Elf village is finally overrun

right flank did the Dwarf attack produce results. The Dwarf crossbow regiment finally managed to finish off the Reavers and the Longbeards crushed the spearmen that were facing them. Seeing no other viable targets nearby the Dwarf warriors moved off towards the castle gates as fast as their stumpy legs would carry them.

Turn 7

The whole battle was starting to stagnate. Dwarf troops inflicted casualties wherever they could but, taking advantage of the steep embankments and their long spears, the High Elves were inflicting an equally murderous damage in return. The Dwarf artillery, unable to select targets in the swirling melee at the foot of the castle walls, again raised their sights and unleashed another devastating volley against the mighty ramparts. The walls shook under the impact but again no major damage could be seen. The gunners' howls of frustration could be heard even above the sounds of battle.

Accompanied by a mighty fanfare, the portcullis was again raised and the Phoenix King Caledor II himself rode out, accompanied by his bodyguard of Silver Helm Knights and a squadron of chariots. Caledor and his escort advanced straight down the road while the chariots wheeled round to face the Longbeards, who were advancing along the top of the hill, almost under the castle walls.

The Mage Lord caused fire to leap from the ground at the feet of the Troll Slayers again

who were still battling their way along the road running up the middle of the battlefield. A few more of the Dwarf fanatics were killed, and many a beard was singed before the power of the Dwarf Battle Standard drew the energy from the flames and they flickered and died.

In the centre of the battlefield, High Elf warriors struggled to move aside to allow their cavalry to charge in and clear the Dwarfs from the road, but so tight was the press of troops that they were unable to get out of the way.

Bellowing in frustration, Caledor II spied the Dwarf



Turn 8: Caledor II challenges King Gotrek to single combat

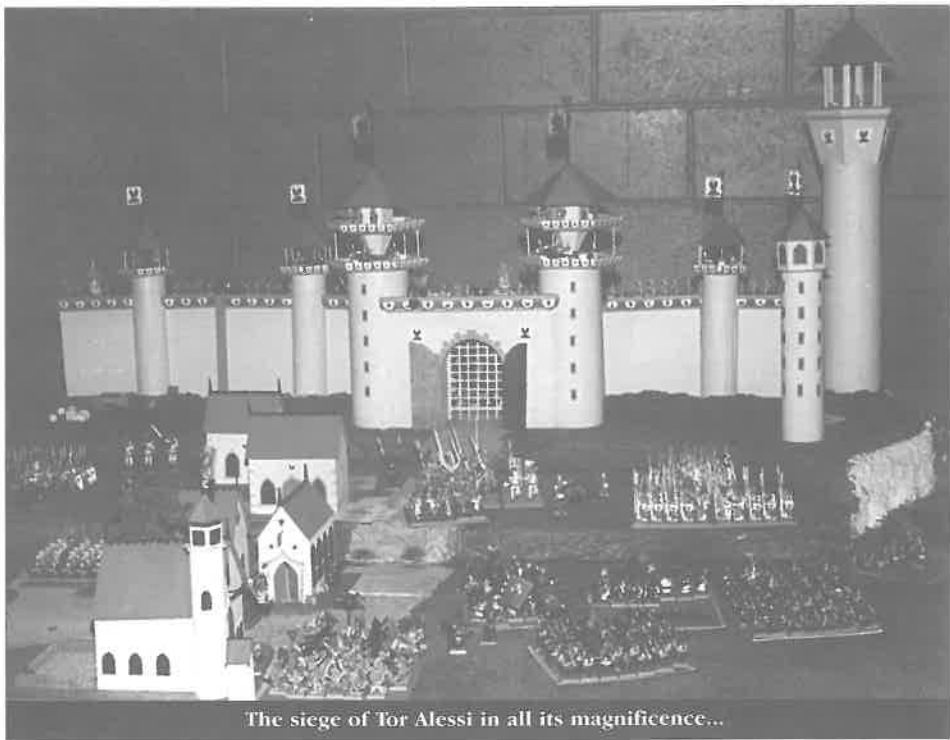
Turn 8.

As the Sun slowly sank below the horizon, the Dwarf artillery fired one final time, the overheated gun barrels by now glowing a dull red in the gloom. A section of the ramparts was broken away by a direct hit, revealing the archers on the battlements, but again the cannons had failed to breach the wall.

The High Elf chariot squadron smashed into the Dwarf Longbeards, shattered bodies were flung high into the air by their whirling scythes. When the charioteers reigned in their now blood-spattered steeds, not one of the Dwarf Elite warriors was left alive.

High King, Gotrek, standing by the road directing his armies. Suddenly spurring his horse forward he easily outstripped his bodyguard and charged alone into the heart of the Dwarf Army intent on taking out his anger on the head of the Dwarf King. As the two Kings met in single combat, the fighting gradually died down across the fields as friend and foe alike forgot their differences and turned to watch this clash of titans. Both combatants were striking blows that would have felled any lesser being, Caledor's sword time and again brought forth great fountains of blood from the implacable Dwarf King while the Dwarf's mighty

The Siege of Tor Alessi



The siege of Tor Alessi in all its magnificence...

axe carved great chunks out of the Elf's armour. Finally Caledor's mount stumbled and the High Elf King had to grab the reins to keep his balance. Seizing his opportunity, Gotrek swung his axe with all the strength he could muster. The axe of Grimnir buried its blade deep into the Elf's side and the Elven King slowly slid from his saddle onto the ground.

King Gotrek Starbreaker raised his axe and roared his triumph to the skies. His victorious shout died on his lips as a quiet voice asked, 'You didn't think you could kill me that easily did you?' Standing before him was the Elven King, the gaping wound in his side healed, his armour gleaming and unmarked.

Gotrek's reply was predictable, 'Good. So you have decided to make a real fight of it after all.'

The two kings set to about trading blows almost faster than the eye could follow. As the sinking sun sent a last beam of light across the battlefield it reflected off the breastplate of a fallen warrior and momentarily dazzled Caledor. Seizing the opportunity, Gotrek swung his axe in a great arc that caught Caledor on the side of the neck and lifted his head clean off of his shoulders.

Walking over to where the head of the High Elf King lay, Gotrek Starbreaker, Dwarf High King and victor of the Battle of Tor Alessi picked up

the Phoenix Crown of Ulthuan, admired the gleaming jewels and said, 'I will take this in payment for my ambassador's beard.' He then turned and led his army off the battlefield.

And there ends the woeful tale of the Siege of Tor Alessi, played at Games Day 1998. As yet, the boys are unsure what kind of a show that they will be putting on for Games Day for this year, but we reckon it will be a right corker – how about an invasion of the Moot by Chaos Renegades?

If your club has put on any huge and spectacular games recently, send in the rules and some photos, cos we'd love to see what you're all up to...

THE DWARF LORDS OF KARAZ-A-KARAK



James Kitchen

James is currently at school studying for his G.C.S.E.'s and lives locally in Nottingham. He is a regular at the Nottingham Games Workshop club and has been playing wargames for quite a number of years now.

He harbours the utterly insane ambition of building up a 20,000 point army for every race in the Warhammer world and so will be quite busy for a number of years to come!



James Meichell

This James is a twenty-six year old truck-driver originally from Fife, in Scotland. He now lives in Nottingham where he is a regular at the Nottingham Games club. Among other things James is a freelance writer and Dwarf master tactician. Being a true Dwarf fanatic he loves to bring destruction to the puny races of the Warhammer world, especially those pointy-eared gits the Elves (great cannon-fodder)!

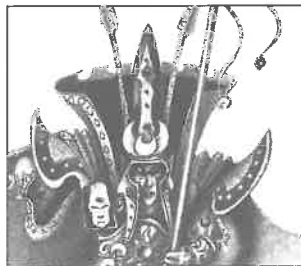
James also loves to indulge in war-films, skiing, dreaming up devious little games and scenarios (remember Agri's Gold at the Warhammer Open Day last year?), beer and is currently converting a games room at home!

The High Elf Lords of Ulthuan



Dave Batten

Dave is a computer network engineer from Grantham and has been playing for little over a year now. That hasn't stopped him building a vast warhost of implacable Ulthuan warriors, to mention the armies he has for Warhammer 40,000, Epic, Blood Bowl and Necromunda. He helps out down the Nottingham Games Workshop club as a sort of unofficial club secretary where he organises games, terrain and generally plays 'mum' to most of the eager young gamers. Quite unsurprisingly he lists shouting as one of his major pastimes!



Wayne Oldfield

Wayne is a mental health advocacy worker from Worksop (*blimey! We could do with one of them around here, I reckon - Ed*) and has been gaming about the same time as Dave. He was the chief architect and model maker for the incredible High Elf citadel of Tor Alesai and provided half of the immense 10,000 point High Elf army, the other half supplied by Dave. Wayne is well known for having 'a few screws loose' and amongst his achievements has a Halflings army of the Moot almost completed, including such mad delights as war-swans and Halflings cavalry on rabid war-sheep which he has promised to let us have!

The Dark Elf Bible of Pain

By Vorstav Vault

Including the distilled wisdom of Arlith Blackknife
A.K.A. Andy Meechan

This article was swiped from the 'Net from Andy Meechan's very own website (cheers again, Andy!). These words of hard-core coaching wisdom were compiled by his pal simply known as Vorstav Vault. He has been playing Blood Bowl, among other things, for years and felt



that he just had to share some of his bountiful knowledge with the rest of us.

Check out the vast wealth of Blood Bowl and other games stuff at Andy's website:

<http://www.geocities.com/debibie.html>

This article comprises an a-z of how to run your Dark Elf teams well in the short and long term on the Blood Bowl field.

Dark Elves are a tough first team to play, because they don't do any one thing really well. They are competent at the running game, useful at the passing game (but have no lightning fast catchers), and can hold their own with hitting (but they don't have anyone with ST skill access). So how do you play this bunch of 'all things to all people'? There are a few pointers which really should be of relevance to any coach intending to field Dark Elves. These are as follows.

The Players

The Dark Elves are a low powered team. Their movement is insignificant. Their A.V. of 8 allows them to get stuck in and survive a few fights. They lack high-speed Catchers, and they are not going to win any long protracted engagements.

Witch Elf: She is definite Catcher potential despite the

skill *Frenzy*. Skills such as *Jump Up* and *Dodge* gives her a manoeuvrability that

compensates for her lack of pure speed. Movement of 7 is not bad, but it still means that

THE GOLDEN RULES OF DARK ELVES

1. Do NOT start a Dark Elf team if you are the only 'finesse' team in the league. It will not work in the long run.
2. Choose your opponents carefully. Avoid playing 2+ games, back-to-back against a 'power' team.
3. Get a high Fan Factor. Dark Elves cost a lot. You will need the money.
4. Take many *Random Events* as they are the best money cards in the game.
5. Avoid the Dark Elven Star Players. You can develop your own better players.
6. You have the best linemen in the game. Use them as such.
7. Give some of your scorers *Leap* skill. You will need an aerial brigade, to force you opponent's strategy off balance. Not all the teams have access to this ability. You don't need a hole in the line, and AG 4 makes it likely to succeed.
8. Get a lot of Re-rolls when you can.
9. Learn the Move/Pass/Move/Hand off/Score routine, (or Move/Hand Off/Move/Pass/Score). All your players are just as good as most teams's Throwers and Catchers naturally AG 4. Love it, use it. (AG 4 is slightly less successful than AG 3 with *Pass* skill.) The difference is all in the head - some Coaches prefer the safety net of the skill re-roll.
10. All your players can get *Block* and *Dodge*. This is a powerful tool because although many teams can get either, few can get both.

a Witch Elf must get 4 squares into the opponent's half, in order to score any 2-turn Touchdowns. The ST of 3 makes her more dependable, but the A.V. of 7 really sucks. (A.V. 7 is always a sore point with any team – just ask any Wood Elf or Skaven Coach – AB.) **Block** is a great first skill for a Witch Elf as it allows the Coach to release her fury without too much worry.

Blitzer: Did you ever want a Human blitzer with an AG upgrade? Well, here he is. Only he can't take ST skills, but has to endure the AG-selection. Which in the end, is not a great loss.

Thrower: These guys are over-priced compared to Humans and High Elves. In the long run, an extra 10k isn't too much of a hassle. It would be nice to be able to buy this fellow for starters, although any Lineman is equally good at 20k less.

Lineman: Get as many players as you can ASAP. A full roster is a necessity. A lot of people turn their noses up at the sight of linemen, but a lineman on the field is at least there. If you hold out for the expensive players, you're going to be fielding 8-10

players at half-time and then things will get real ugly.

Tactics

In General: Try your safe (no dice required) moves first, then you do your main play, then dodge your team one square away from any opponents. (Safe moves first is a great tactic for any Coach no matter the team – AB.)

Offense: Basically it should take two turns to score. Beat a hole in the opposition line by concentrating your attack against one of the enemy



Star Player

unreachable by opposing players, so you can avoid tacklezones on this player. Also make sure that the opposition only gets to throw one Block (his Blitz action) by staying out of the way. The main benefit with this tactic is that your opponent gets only one Blitz, so he has to choose between trying to stop one of the scorers, or going after more important players (i.e. Witch Elves). Usually opposing coaches can't help but try to stop a scorer.

With a handful waiting at least one will be safe. This means that they can only bring down one Elf in their turn (and then Foul, of course...) using a Blitz - and it's going to be one of the few that broke through.

Meanwhile, get the ball, and move it into your back-field. Place your Thrower out of Blitz-range. To score, Blitz and Block an opening for your receiver. Run your Thrower forward, from the deep position, and toss the ball. Always make your pass as short as possible, or you WILL fail, losing the ball in the process. (I find my Throwers incapable of making 4+ passes. Give them a 5+ or a 3+ and they'll make it without



Dark Elf Thrower

flanks, and secure a foothold deep(ish) inside enemy territory, so that some of your players can reach the endzone, next turn. Ensure that at least one is



Dark Elf Linemen



Dark Elf Blitzers

breaking out the *Pass* skill re-roll. Remember, if you roll a '1' on the first dice, the Blood Bowl Zone means you'll roll a '1' on the re-roll! – AB.)

Score with a Lineman, if your Blitzers or Witch Elves are in difficult positions. (A score with your Lineman assures your team SPP's. A hand-off to a Blitzter assures a burned re-roll and a scattered ball! – AB)

Defence: The basic strategy should be to hassle the opposition ball-carrier in his backfield, before he has time to get the support or an offense moving forward. With AG 4, Elves can successfully *Leap* on a 3+, so sending them over the top is an effective tactic. Get one into the backfield, Blitz the ball carrier, and grab the ball.

In Summary

1. Bottle them up. Try and keep your opponent to a narrow frontage. If they're doing The Cage, great. Let them. If they are all in a group then your defence can be deeper and not spread out across the field.
2. Fall back. Set your defence up with 1-2 spaces between them.
3. Have at least two layers of

defence. This way if they do break through and cream one or two Linemen (hopefully requiring the use of their Blitz), then they will still have to do some dodges to score.

4. Don't get in a clench. If you end the turn with any one player in base-to-base contact with a 'meat grinder' type dude, you're asking for it. This means that you can usually only have 1-2 players per turn that are targeted for destruction and with some luck you can keep them alive.

Specific Tactics

Da Cage: There are two options open to an Dark Elven Coach in this predicament. The first is a contact punch-up and the second is to use the clock and control its pace (guess which one is favoured by Dark Elven teams! Another tactic is to let the other team score after 5 turns, allowing you 3 turns to secure a reply. – AB.) Dodge your Dark Elves 2 squares from the *Cage* each turn forcing only 1 Blitz and slowing the *Cage* to a small amount of movement every turn. He can't advance faster than 1 square a turn (marching by follow-ups). An aggressive style of play may force him to expose the ball-carrier, and then you can dodge in, give him some taste of fine Elven boot-leather and grab the bouncing thing (the ball!).

'Your Equals': Against weak teams, pummel him into the ground, and make sure you can Block as many as possible each round. A.V. 7 spells disaster in a lengthy fist-fight. A Witch Elf has a good chance of getting the creepy gits out of the game. A Big Guy? Well, a Blitzter might do well to

throw even a 2 Die Block against him, as long as there is a re-roll around. Just remember to Foul the ugly fella. (Dark Elf teams love to Foul, it's in their very nature to follow that path. Just remember that you shouldn't Foul if it could mean that you play with less than 11 players at the next kickoff.)

If you get your Elven offense in scoring mode, and all you need is one defensive score to basically give you the game. It's important to point out that this strategy is only of limited success.

In a perfect world this works well. On the Blood Bowl field be prepared to think fast.

Skill Development

Witch Elves: These two girls are going to be your most skilled players and much will rely on how they perform. The jobs that you should keep in mind for them are: cornerback and wide receiver/speed queen.

Block is their first skill. It gives you offensive power and a measure of defensive safety.



One of Andy's awards

Having three skills already puts the lady in league with the Troll Slayer and the Wardancer. The only thing preventing you from this course of action is a stat change.

- If you gain MA, then follow the *Block, Sprint, Pro, Sidestep* route.
- If you gain ST, then try *Block, Pass Block, Strip Ball, Shadowing*.
- If you get AG, then *Block, Leap, Sure Feet, Nerves of Steel* gets you a Catcher.
- If you don't get stats increases, go for a mix of the above, e.g. *Block, Pro, Sprint, Strip Ball*.

And on a roll of doubles? Definitely *Mighty Blow*! If you get a second pair, then perhaps *Stand Firm* will interest you. If you feel sick, give your lady *Sidestep* and *Stand Firm*. Just to show off how many SPP's you can burn...

Blitzer: These enable the rest of the team to perform. They are Linebackers and Running Backs. *Dodge* is the best, first skill. Barring doubles and Stats, get *Pro* and *Leap* to go.

- If you gain MA, then get the *Sprint, Sure Feet* combo...
- If you gain ST, then try *Pro, Tackle* and hope for doubles.
- If you get AG, then get *Leap* and *Pro* as above.

Skills like *Sure Hands* and *Diving Tackle* are good. On the roll of a double, I'd recommend *Mighty Blow* again. This isn't me being one dimensional, rather it is the best use for them.

Thrower: Make your Thrower fast and mobile rather than a show off with long-ranged throws (This is a High Elf/Wood Elf trait that you should not follow.) If you can move fast enough, you will not need to throw those long bombs... Start with *Accurate* and *Sure Hands* to have a reliable ball carrier, then get *Sure Feet* and *Safe Throw*. As he develops, buy another and make him a defensive thrower. *Block, Dodge, Sure Hands* and *Dump Off*, if you make it to a fourth roll. If *Strip-ball* it hasn't set in, you can exchange *Sure Hands* for *Pro*, just to expand his repertoire. This will give you a good way of exploiting turnovers without being a defensive liability. You can just see him scoring by the old QB sneak...

Lineman: The key to Dark Elf development is to not make carbon copy players. I do not like the idea of having a player with obvious roles in a team, but the players must be tailored to specific jobs.

Start a few of them with

Dodge. Their next skills are *Block* followed by *Sidestep*. Then spread *Dirty player, Pass Block* and *Diving Tackle* amongst them. If you roll doubles, use it to get *Guard*. Give the rest the *Block* skill, barring doubles or stat increases.

- If you gain MA, then make a *Block, Tackle, Shadow* guy.
- If you gain ST, then get *Block, Diving Tackle* and *Pro*.
- If you get AG, then invest in *Leap* and *Pro* and *Pass Block*.

The other linemen who have *Block* get either *Pass Block* (if your league is Elf-happy), *Diving Tackle* (if your league is ultra-violent) and *Dauntless* (if your league is overgrown). They then get *Pro* and *Dodge*.

Use doubles rolls as follows. Your +1 ST Lineman should take *Mighty Blow*.

The *Dauntless* guy should get *Mighty Blow* and all the rest can get *Guard* for mutual support.



Some of the strangest fans a team could ever want!

STANDING IN FOR THE LITTLE GUYS

How to use your Squat armies in Warhammer 40,000

By Jervis Johnson

Since the new version of 40K came out there has been a small (no pun intended!) but vocal group of players saying things along the lines of 'What's happened to my Squats!?' Now it has to be said that over the years the games development team have come up with some good ideas, and some, erm, not quite so good ideas. Although there are some that I know will disagree, we feel that the Squats fall into this latter category, and after literally years of trying to come up with a way of making them a bit more interesting, none of which have worked, we've decided to retire them from the game. In the future we want to return to the Squats, but whatever we do will be radically different to what has gone before (and they'll be called something other than Squats to boot!).

'Aaargh!' I can hear Squat players cry 'what do I do with all my old Squat models, throw them in the bin?' Well, no, you don't have to do that. Below I describe two ways that will allow you to use Squat armies if you want to. Both of the methods I describe use a way of building an army which I call, for want of a better term, 'stand in army lists'. In a nutshell, all you have to do is take a similar existing army list and change the names of the troop

types to those you want.

For example, when I was at the Canadian Grand Tournament last year, one player fielded a lovely Estalian army. All of the models were converted or scratch-built, and the result was a truly magnificent and unique army. The army was legal, and he could use it in the tournament, because the army list he'd used to pick it from was the Empire list; all he'd done was take suitable entries from that list and said that the troops in his army 'counted as' them. Opponents were happy to play against the army, because they knew it was fair and legal, and he was able to use his lovely converted models in a tournament.

So using a stand in army list is a great way to use models for which there isn't an existing army list, and there is really is no reason for an opponent to object, as long as it's clear what is standing in for what, and as long as everything is consistent. For example, saying 'all the heavy bolters count as big shootas' is OK, while saying 'this heavy bolter is a big shoota, and this heavy bolter is a rokket launcha' is definitely not OK! Anyway, I'm sure you get the idea. Here, then, are two ways of using 'stand in armies' for the Squats.

Imperial Guard Squat Regiments

Over the last few hundred years the Squats Homeworlds have slowly but surely been conquered and incorporated into the Imperium, so that now there are no independent Squat planetary settlements left. Human settlers were encouraged to live on the Squat worlds as soon as they had been made part of the Imperium, and Imperial officials took over the day-to-day running and administration of the planet. Such worlds are required to raise Imperial Guard regiments in the same way as any other planet.

The Imperial Guard army list can be used unchanged to represent such regiments. Just use Squat models to represent Imperial Guardsmen of an

Designer's Note:

This is the simplest method of using those old Squat models, but doesn't allow for the use of some of the more specialised types like bikes and trikes unless you let bikes 'count as' Rough Riders and trikes 'count as' Sentinels. The low leadership of this Squat army compared to Squats in the last version of the game simply represents the fact that they are conquered race.

appropriate type (e.g. a Squat with a lasgun is a Guardsman with a lasgun, etc.). You can represent the whole army with Squat models, or mix Squat and Imperial Guard models as you wish.

Squat Renegades

Although all the Squat Homeworlds no longer exist, there are still bands of Squats that fight independently and follow the old traditions of their race. Many have become little more than pirates and brigands, though some consider themselves freedom fighters attempting to restore Squat independence.

Squat Renegades can be represented by entries from the Ork army list, as shown below. Their low ballistic skill simply represents the fact that guerrilla fighters find it difficult to get hold of ammunition and have to make do with inferior equipment, rather than not being able to shoot straight as is the case with the Orks. Their higher Toughness and Attacks compared to their brethren in the Imperial Guard represents that fanaticism and zeal.

Squat Renegades List

- Warlord = Warboss
- Hearthguard = Nob/Warboss's Bodyguard
- Engineer Guildmaster = Mekboy
- Ancestor Lord = Mad Dok
- Warrior Squad = Shoota Boyz
- Attack Squad = Slugga Boyz
- Thunderer Squad = Shoota Boyz (or Loota Boyz from Ork Codex)
- Weapon Team = Big Gunz
- Bike Squad = Warbike Squadron
- Heavy Weapons Bike = War Buggies
- Exo-Armour = Mega-Armour
- Any Special Weapon = Rokkit Launcha
- Any Heavy Weapon = Big Shoota
- Mole Mortars & Thudd Guns = Lobbas
- Multilaser, Rapier, Tarantula = Zzappa
- Two handed combat weapons = Big Choppa
- Any pistol = Slugga
- Other combat weapons = Choppa

Conclusion

Although this article specifically relates to Squat armies, I'm sure that you can see that using 'stand in

armies' allows a whole range of interesting possibilities, not just for Warhammer and 40K, but also for games like Necromunda and even Gorkamorka. The most exciting thing about using stand in armies is that, as long as you make sure that it is easy for an opponent to see 'what counts as what', then no-one can really have an objection to you using the army. This makes stand in armies an excellent way of collecting a really unique army.

Have fun!

Levin Lh



Squats, back in the running...

Necromunda terrain building

By Bimmer and Bubbles

Following on from Gary James's excellent Necromunda terrain article 'The Underhive Workshop' (CJ 23 and Gang War 3) which we found on the Internet (<http://www.altdorf.com/terragenesis>) we found that the Net is just packed full of terrain building sites.

When we found this site we were amazed and think it is probably one of the best online. Obviously there isn't the room in a single edition of the Journal to show you all of their cool stuff, so here are just some of the highlights...

Introduction

We welcome you to one of the best sources of wargames terrain modelling on the net. Within these pages you will find tips, trick and guides for beginners as well as experienced modellers. If you have any comments/suggestions regarding this site, or if you have a question or simply want to talk about terrain building please feel free to send us an E-mail.

We have been filling this site with terrain guides, inspirational photos and maybe a few jokes. Along with these you will also find the internet's most comprehensive list of tools and materials, complete with pictures and descriptions.

If you have any tips or ideas you would like to share with other terrain builders, or if you have made a complete guide yourself, please e-mail us, and tell us about it, we would be happy to receive this.

Remember, we are always open to any suggestions, tips, tricks, ideas, etc... AND we love 'talking' to people from

around the world who enjoy the hobby, so if you just want a friendly 'conversation', and not necessarily want anything put on the pages, please don't hesitate to contact us!

Send your comments to:
Comments@hive-cons.dk

Materials

The following is a list of some of the material, that we use in our construction work.

Balsa wood

This is a great material. This kind of wood is very light and very soft, so it is easy to cut to the shapes and sizes you want. You can buy sheets, sticks or blocks of balsa, at almost any hobbyshop.

Bottles and Cannisters

These are great for modelling constructions with large water/oil tank-structures. The plastic variety are preferable; they're lighter, easier to cut, and not as dangerous if dropped. Different forms of cannisters, like deodorants or spray-paint cans are also good for this kind of work.

Many bottles of soap or wash

detergent have interestingly shaped caps, which should NEVER be thrown away...



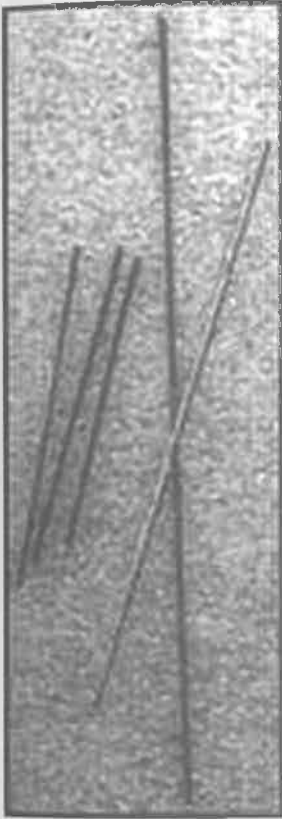
Brass sticks

These also come in different thicknesses and lengths. Also, some types are easier to bend than others. Brass sticks are very good for modelling piping on buildings, or adding railings to vehicles etc.

They come in both solid and hollow varieties. Making them suitable for almost any job, that needs thin pipes.

When cutting brass sticks to the length required, there are two methods:

- With solid sticks, you can simply snap them with a pair of snippers (pliers with a bite!).
- The hollow variety tend to get squashed when using snippers, so instead you can use you craft or hobbyknife. Press the knife steadily against the same spot on the stick, while rolling the stick slowly back and forth, and soon you'll have a perfect (almost) smooth cut.



that they mean trouser buttons here! – Ed are great for adding a little decoration to your buildings or vehicles. These can often be found in hobbyshops that deal with materials for sewing.

Car Body Mesh

These sheets of aluminum mesh, are normally found at car dealers intended to be used for repairing rust-holes in your car. They have a beautiful diamond-shaped pattern which, combined with the easy way you can cut it to size with a pair of scissors, makes them ideal for making fences or windows.



Cardboard

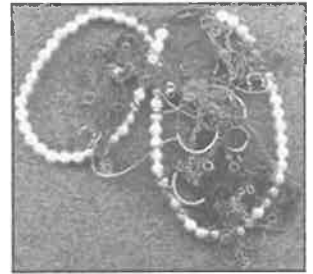
One of the most useful materials for terrain modelling. Comes with so many different thicknesses and textures. You can use them as the basic material for constructing you buildings, or maybe use small pieces glued on to your structure, to represent reinforced armour or quick repair jobs.

You can by cardboard in hobbyshops, or simply get it from cereal packaging or an equivalent. The backs of

notebooks or covers from old books also work wonderfully.

Chains

Thin chains/necklaces are great for adding detail to your models. Some hobbyshops have big rolls of chain for do-it-yourself necklaces. These can be bought in meters (or yards or whichever measurements are used in your country) at fairly cheap prices. Even though most of the chains/necklaces are already metal-coloured, it's a good idea to paint them with the rest of the model. Otherwise they might look a little too shiny.



Christmas Ornaments

Every Christmas (usually a couple months before) the shops are filled with all kinds of cheap decoration pieces. Many of them are probably so ugly, you'd never put them on your own tree or walls. However, you shouldn't just run through the Christmas section with your eyes closed. You can often find interesting things for your modelling: Strangely shaped plastic plants, or maybe a nice bell for your gothic church/bell tower/etc.

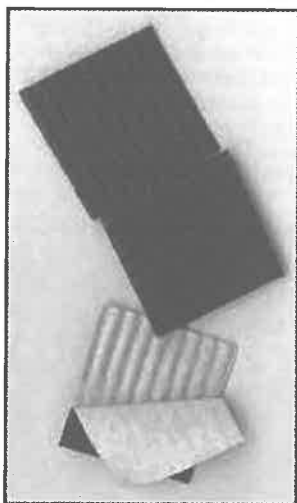
Buttons

Interestingly shaped coat, dress, or pants buttons (*I hope*

Hive Constructors Inc.

Cork Bark

These were found in a model train shop. They are big chunks of untreated cork bark. They were sold in a big bag for next to nothing. If you are looking for a really easy way to make cliff faces, simply get a few pieces of these, spray them black, and drybrush with gray/white colours, and presto – beautiful craggy rocks.



Corrugated Cardboard

This kind of cardboard gives a very sturdy material for building walls, etc. The best fact about it is, it doesn't have to cost anything. Simply get a hold of some old cardboard boxes and cut them up.

If you are able to get one side of the cardboard off, revealing the corrugated part, you have an excellent material for some corrugated iron construction. Some hobbyshops sell corrugated cardboard with the corrugated part exposed. These usually come in different colours, so if you buy a sheet of black, you can save



time by not having to undercoat.

Das Modelling Clay

Such a short non-descriptive name for such a great material. Das is a clay material that can be used directly from the package. It dries in a few hours when in contact with the air. It is a great material for sculpting details like crater ridges, etc., into the bases of your models.

Disks

3.5" disks are a great modelling material. Simply rip open the disk, and you have two sheets of thin plastic, easy to cut into shape. The insides of the disks often have an interesting pattern, making them ideal for wall or floor pieces for your futuristic buildings.

Dried Plants

Many hobbyshops and most florists have dried plants in many varieties. You can often be lucky to find some very interesting shapes. Some of them look so weird, that when put on a base and painted, people are never going to guess they are actually real plants, and not just something from your sick imagination. It is always a good idea to paint the plants you use, because if you don't they'll end up

looking too artificial(!) when compared to the rest of your terrain.

Egg Cartons

Readily available and often with a very interesting texture on the inside. You'll find a couple of guides on these pages that use egg cartons as the basic material.

Flock

Sold in most model shops: the ones dealing in train models usually have the best collections. Flock is artificial grass or moss, usually made from either dyed sawdust or some kind of static fibres, that make a good representation of grass. Also shown on the picture is ordinary sawdust, collected in our own workshop. This is good for representing dust, or if painted it can be used to texture the bases of your creations.

Flower Sticks

Sold at florists or DIY stores, these are simply round sticks of wood, used as support for plants. The sticks are great for making wooden or (if polished) metal girder structures. They are also excellent for poking your partner in the eye, so be careful!

Fibreboard

Also known as hardboard. These are brown boards made of hard pressed fibres. This is excellent for very sturdy bases. If making terrain with an industrial theme, you can try using a hardboard base with the 'wrong' side up. If painted black and dry-brushed with metal colours, this can produce a very nice steel floor structure.

Junk

Always be on the ready if you come across a building site. You'll often find scrapheaps or containers filled with interesting bits and pieces. If you have any family working in construction, ask them to look out for weirdly shaped things, like broken electrical units, empty bottles or containers, etc.



Lego

The new Lego designs contain some very interesting shapes especially the Space and Technics versions. Here you get readily made radar/parabolic dishes, antennas, pipes, etc. Lego also has the added quality of being rather fun to play with, when you need a break from modelling.

Milliput

This is a two-part epoxy putty. When left to dry it forms a hard almost indestructible surface, but while still fresh you can shape it with your knife, a toothpick or a dampened brush.

You can use it to fill gaps when assembling miniatures, or you can use it to model unique structures.



Miniatures

Old miniatures are a great source for model parts (of course, so are new minis, if you don't mind cutting them up). You can get heads to put on poles, for that sinister 'don't mess with us!' look. Pieces of armour or guns also make an excellent addition, when decorating your constructions.

Model kits

Tank or airplane model kits are a great source of bits for adding detail to your buildings. The tank kits are also a great source if scratch-building vehicles for WH40K or GorkaMorka.

Old brushes

NEVER! throw away your brushes, even once they get too worn even for dry-brushing. The hairs can be used on your bases. A big brush is also good for cleaning off the workbench once in a while (if you really feel you have to.)



Paint pots

Empty paint pots are great for making small tanks etc. Any kind is usable of course, but in our experience the Citadel pots are the easiest to cut with a modelling knife.

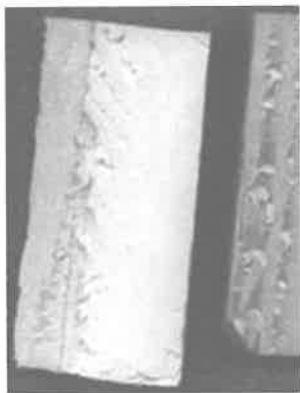
Paper clips

A paper clip is great for pinning when gluing metal parts. It's suitably thin that you can insert it into the arms of miniatures without destroying them. It is also very easy to cut the clip to the desired length with a pair of nippers (pliers with a bite).

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Pink Blue Foam

Pink foam and Blue foam are two variants of a special high-density polystyrene, used for isolation in floors/ceilings. Unlike ordinary polystyrene it is not made up of big round lumps that peel when cut or sanded. This kind of foam is excellent for making cactii, rocks, etc. since it is fairly easy to cut with a knife, and you can sand it.



Polyfilla

Polyfilla or plaster or a similar kind of filler is a great texturing material. If simply mixed with water as intended, you can make a very good cement/concrete imitation by applying it with a stiff-haired brush.

You can also choose to add some sand or flock to the mixture, and you'll suddenly have an excellent dirt/gravel texture for your bases.

Polystyrene

The number one modelling material. Thin sheets are great for walls or concrete slabs. Blocks of polystyrene can be cut to represent rocks, hills, craters, etc. When gluing sheets of polystyrene together

its best to use PVA. glue. If gluing Polystyrene to a base, you can use a hot-glue-gun which is a lot faster.

NEVER use superglue, as it will simply melt the polystyrene.



Sand & stones

Different grades of sand are ideal for detailing bases or mixing with textured paint. You can get some fine sand at a beach or from the nearest kindergarten sandbox. If you sift the beach sand, you already have the next grade, usually made up of very small stones and bits of shells.

Cat-litter is great for a rubble effect (*please do make sure it's clean first! - Ed*). Florists often have small stones used for decorating plant pots. Train model shops, often have bags of cork-bits, that when painted look exactly like rocks.

Toy Cars

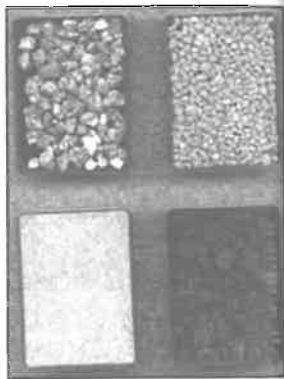
Toy cars are great for customised vehicles.

Alternatively, you can rip them apart, either to get interesting bits for detailing, or for making terrain with crashed vehicles.

Take a look at the local toy stores. You can often find cheap imitations of the current popular 'television-toys'. These may be unacceptable to the kids, but they are great for your terrain building purposes!

Cardboard & plastic Tubes

When making any kind of industrial theme terrain, you'll always want to have some kind of huge storage tanks. This is the time when you'll be happy that you didn't throw out the empty tube last time you ate Pringles or Smarties, or used the last piece of toilet/kitchen paper. Poster tubes are also great for making storage tanks, since these tend to be quite sturdy.



Brass & plastic Tubing

Small pieces of brass tubing is great for making pipelines for your industrial terrain. You can also use plastic tubing (i.e. from toys or table calculator-paper rolls).

Varnish

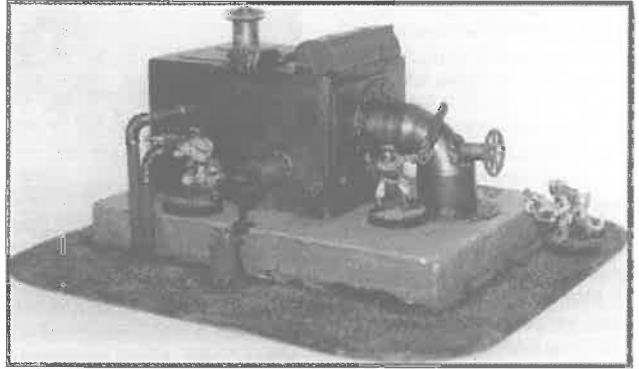
A bucket of gloss varnish comes in handy when you want to make pools of water, sludge or similar kinds of fluids. Simply pour it in the pool, in layers – letting each layer dry before applying the next. You can add paint or inks to the individual layers, to colour up the pool.

Pump Station

Inspiration for this terrain piece came from the 'Eavy Metal team's similar but totally different creation. This piece of terrain is great fun to make, and as with most other terrain it takes a little time to finish. Being a bit massive, this terrain piece makes good cover. The concrete block on the base is just high enough

TOOLS & MATERIALS...

- Fibreboard
- Polystyrene or equivalent
- Polyfilla/plaster
- Hot glue gun
- Drinking-straws
- A pair of nippers
- Brass tube (bent)
- Plastic tube
- Sandpaper
- PVA glue or hot glue gun
- Holepunch
- Knife
- Thick card
- callipers
- A lot of plastic bits and things
- Brushes and paint



for miniatures to peek over, and shoot enemy models while standing in cover. The many pipes also makes good cover for miniatures, giving your enemy a hard time trying to shoot your models. This particular piece of terrain should not prove a difficulty for any modeller, and is pretty straight forward.

1. The first thing to do is to make the concrete slab. This I made from polystyrene about 15mm thick, glued to the fibreboard base with my gluegun. This was treated with Polyfilla, mixed just below the point of 'runny', then it was applied with a stiff-haired brush, leaving small lines making it look like a concrete slab.

2. The next step is to make the large box or pump if you will. This was done out of a polystyrene base block, covered with some thick card with a ruffled surface, giving it a great look when dry-brushed. This was glued to the concrete slab, again using my glue gun.

3. When the pump has been glued onto the concrete slab, you may want to make the circular plates with rivets, which I used around the

various pipes. First take your pair of knife callipers (if you do not have such a tool, you can just use a knife or a pair of scissors). It is recommended that you use some sort of template to mark up the circumference, so you can have a nice and round circle instead of a square one. It is hard to say how large a circle you should have, but just make up your mind about how large the rivets will be, and make room for them. When the circle(s) have been cut out, glue them to the concrete slab/pump, being very careful to place them right! These can be glued on using any type of glue.

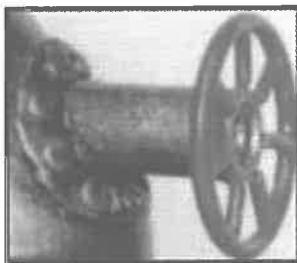


4. Once this is done, you can

start on the pipes and tubes. I used a large brass pipe for the bent pipe, and a plastic tube for the broken tubes. The broken parts were made using a pair of snippers, snipping off very small triangles, and afterwards the remaining pieces were bent outwards. The black goo coming out of the broken pipe was made the slow way of adding one blob of P.V.A. glue, and the leaving it to dry. When dry another blob was added and so on. Very slow procedure, and it could be been done quicker with a hot glue gun.



5. The green pipes are made out of drinking straws which can be bent at one point of the straw (the metallic coloured parts). The top ends of the straws were glued into gunpowder shells, collected from a construction site, where they were used with a nail gun. If you do find any of these, make sure that all the shells have been used, or they may explode on impact. The tubes were superglued onto the base and into the shells, which were superglued to the pump.



6. The crank wheel was found in an old plastic kit of a WWII tank and It was superglued to a bit of tube, glued to the bent brass tube.

7. The base itself was covered with watered down P.V.A. glue using an old brush. Then it was covered with static grass, which was laid in a thick layer for about half an hour, after which the excess flock was removed (and stuffed back into the bag). When completely dry it was brushed with a big brush to get the last bits a unglued grass off.

8. The pump was painted all black and dry-brushed with metallic colours, finished off with some orange ink giving a rusty look here and there. The concrete slab was painted with a mix of black, white and a little blue, and dry-brushed with more white. The base was painted all black too, and was dry-brushed with white.

Barricades

These barriers are just like the ones you get from the Necromunda box, only more 3D, as the extra iron plating, bullet holes and such are glued onto them or cut out of them. These are quite easy to make, and you can make them any size you want.

The thick card I used for these barriers came from the back of a block of paper. It is about

3/4 mm thick and just perfect.

1. So take your card and draw your barricades. The square piece of card on the pictures is for three barricades in three different lengths. The small pieces of paper holds the ends of the barricades.

2. Now take your scissors and cut out the barricades. Then take your hobbyknife and carefully cut out a triangle along the lines in the middle of the barricades. As you will be cutting out a triangle on the surface of a 3/4 mm piece of card, you will need to be careful not to cut all the way through. I would advise you to practice a little on a spare piece of card first. The picture should resemble a magnified view of the cardboard.

3. With the triangular slits cut out, bend the card and hold the end-pieces on to the card, and glue the pieces together using your hot glue gun on the inside. This should result in something resembling the picture.

4. Now to get some of that 3D into it, add some scrap pieces of cardboard. Perhaps scratch the surface of the cardboard with your hobby knife, to resemble a lot of iron-plates

TOOLS & MATERIALS...

- Thin sticks of balsa
- Hobbyknife
- Superglue
- Brushes and paint
- (3-5 mm.) Corrugated cardboard
- Pins/needles with (and maybe a small flat heads hand-drill)

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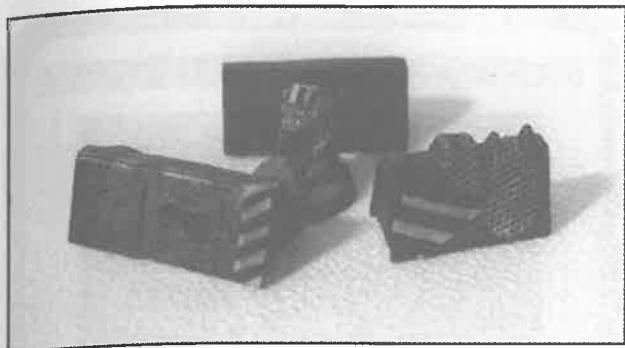
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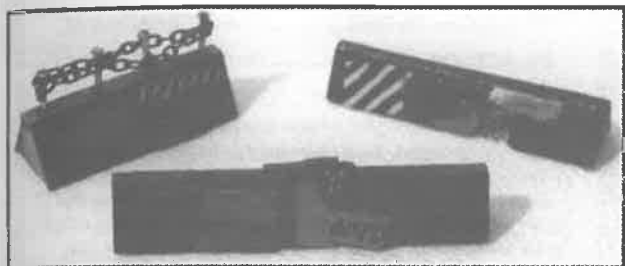
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banged together. As you can see, I cut a little hole in one of the barriers, and added some car body mesh on the inside to patch it up. I could also have used small pieces of balsa wood, to patch it up (this was done on another

pieces of card you glued onto it in different colours, making it look like someone picked up a handy piece of scrap metal, and patched up the barrier with it. There you go... barricades quick, easy and painless.

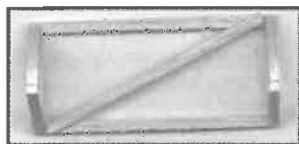


barrier). The barrier in the back of the picture got a piece of car body mesh glued onto it, and a pair of bolts on top of that. A roll of mesh ready to be rolled out is lying next to it. The right-most barrier has a piece of track from the Gorkamorka Gubbins bag glued onto it.

The only thing remaining is the paint job. Painting the whole thing black and dry-brushing with metal colours gives a nice look. Then add some chestnut ink, orange ink or drybrush with Blood Angels Orange to get a nice rusty tinge. Paint some of the scrap

to represent a barricade which has been quickly hammered together by Underhivers expecting an attack. It's made of a wooden frame, and some huge Corrugated Iron plates – possibly torn from a shed-roof or something.

1. First you decide on the design and size you want the frame to be. The trick here is to make it look like something quickly hammered together, but at the same time it should be sturdy enough to be useable in a game.



2. Once you've cut your balsa sticks to the sizes of your frame, glue them together, and leave to dry. Take the corrugated cardboard and cut out the pieces you'll need. If possible, you should remove the back of the cardboard, so you only have the corrugated part. If you don't have black corrugated cardboard, it's a good idea to undercoat it now.

3. Now it's only a matter of painting the parts before gluing. Drybrush the cardboard with varying metal colours, and perhaps add

Corrugated Iron Barriers

This is another very simple modelling project. It is made



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some orange for rust, or greenish colours to represent algae or something. I chose to paint the frame to look like wood, but you could also paint it in different colours to underline the fact that this is something made in a hurry from whatever scrap was lying around.

4. Glue the 'metal' plates to your frame. Try tilting some of them a little, so it doesn't look too neat. Now you take the pins and push them through the cardboard and frame. You may find it easier to snip the pins to the right size before pushing them into the model. Just push in a few at strategical places, there's no need to make a whole rivet pattern all the way around (unless you really want to, of course).

5. Finally you can paint on some graffiti or make a little battle damage like scratches (carved with a sharp pointed knife) or bullet holes (made with a sharp pointed knife or a hand-drill).

There you have it... Quick and easy barricades, that actually look stunning and very realistic. These babies can be made in about fifteen minutes, and in a great variety. Besides the paint job you can also choose different materials. Maybe the guys who built your barricade didn't have corrugated iron, and used flat iron or steel plates instead. Maybe they simply made it of wood.

Have a go at it. Hand-to-hand combat is fun, but we can all feel the need for a few good sniper positions!

Don't forget to tune in next issue when Bimmer and Bubbles (keep taking

the medication lads!) show us how to make a water tank tower, toxic waste containers and terrain pieces to use for

your loot counters in Necromunda. So, if you're out there and you're modelling, let us know all about it – Ed.

HIVE CONS INC. EMPLOYEE



NAME..... Bimmer

NO, REAL NAME.....Kim C Christensen

PLACE OF ORIGIN.....Sweden

CREATURE DESCRIPTION:

I am 27 years old the oldest (and wisest) in a series of three brothers. I work as an I.T. instructor at the local spend business college. After finishing my education in computer science I worked for nearly one and a half years in the I.T. department of a local steel-shipbuilding company. Later I worked for two and a half years as an IT coordinator for a large ferry-company, before deciding to try my hand at teaching.

In my spare time, I mostly play around with my computer, coding HTML, programming in Delphi, playing with Photoshop and of course playing a lot of games. When not fooling around with the 'puter, I beat my brothers at badminton or teach Bubbles, that he is only king of Necromunda in his own head. I'm 179 cm tall (about 5'10"), have blue eyes, and live to annoy Bubbles.

E-MAIL..... bimmer@hive-cons.dk

HIVE CONS INC. EMPLOYEE



NAMEBubbles

NO, REAL NAMERune F. Christensen

PLACE OF ORIGINSweden

CREATURE DESCRIPTION:

I am 20 years of age, born on June 16th 1978, and I am the youngest of three brothers. I am very fond of computers which is why I spend a lot of time playing PC games, coding HTML and making graphics in Photoshop. I will be studying computer science from January 1999 and the next 2 years from that. I have been working at the local McDonalds restaurant for a little more than a year where I am soon to be a crew trainer. The job is great fun and pays well, but it is hard work alright. In my spare time I go flying my model airplanes, or perhaps I should say I go crashing my airplanes. I play Necromunda and Gorkamorka as often as I can (and that is not very often) and beat my brothers at it. What else is there to say? Oh, yes... I am 185cm tall (about 6'2"), blue eyes, and my blood type is chocolate.

E-MAIL..... bubbles@hive-cons.dk

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

**Da Roolz Boyz
Games Workshop
Ltd,
Willow Road,
Lenton,
Nottingham, NG7
2WS**

**Telephone: 0115-
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**Lines are open
6am-midnight
7 days a week**



If you have access to the net, why not check out the Incredible Hive Constructors Inc. website at:

<http://www.hive-cons.dk.html>

GORKAMORKA™

Da Grodkart



Andy discovers why his mate Pete always wins!

A Gorkamorka Mini-Campaign

By Andy Stickland

Andy is a bit of a household name to the readers of the Journal, having appeared in numerous issues and even having his work featured in publications such as *Battles in the Underhive*. He has an annoying habit of never being in any one place for very long making it very difficult to track him down and nag him for articles!

Here's one we nabbed before he left town

Overview

Da Grodkart is a Gorkamorka mini-campaign designed to be fought between two rival gangs of Orks. Digga, Rebel Grot and Mutie mobs may not take part in Da Grodkart.

The action begins when two neighbouring mobs discover that a wandering Doc has set up camp in their part of Da Big Uz and is offering to treat any patients brought to him for free. The two mobs decide

that this opportunity is just too good to be missed and decide to fight each other just so that they can get some free medical treatment afterwards!

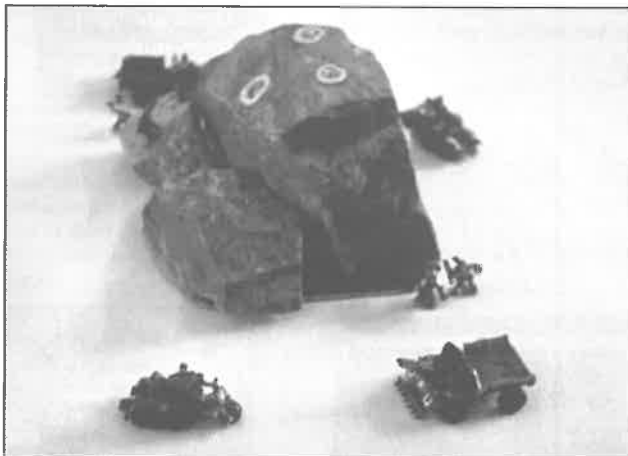
After the battle, Doc Wurr is true to his word and heals any casualties brave enough, or foolish enough, to visit him free of charge. As the two gangs soon discover, however, Doc Wurr has his own reasons for offering this services and he has taken the liberty of

using a couple of his patients for one of his more bizarre and outlandish experiments, removing their brains and surgically attaching them to the engine of a spare truck!

Unfortunately, the truck doesn't act in exactly the way the Doc had hoped, and it soon goes racing off into the Uz in search of some much-needed action. But which mob does the truck now belong to? Both mobs claim it for themselves (naturally) and the truck itself doesn't have a clue, so the problem has to be solved in the traditional Ork fashion – another fight!

Eventually of course, one mob has to end up as the victor, and they will no doubt parade their newly-won vehicle in front of their defeated opponents at every possible opportunity in the future.

But there is one thing worth remembering – owning a powerful, well-armed vehicle inhabited by a transplanted and psychotic Ork brain is not necessarily a good, or a safe, thing to do. It doesn't seem to be stopping them however!



Da Grodkart tests its go-faster stripes...

SOMEWHERE IN THE DESERT...

Gazrot Da Skraga and Rukfang stood watching the stranger cautiously. He didn't seem like much of a threat – after all, there was only one of him – but he had a funny look about him. And besides, it was always better not to give anyone the benefit of the doubt until you knew they didn't have any sneaky Digga-like tricks up their sleeves.

As they watched, the stranger stepped away from the makeshift sign he'd been hammering into the dirt and looked at it admiringly. There were words painted onto it and Gazrot pushed Rukfang towards it.

'You can read Wotzit say?'

'Err,' mumbled Rukfang awkwardly. 'Carnt gesackly say.'

'Owdja meen?'

Rukfang squirmed uncomfortably. Gazrot was not in a good mood, and now would not be the right time to admit that he couldn't actually read. After all, they'd only accepted him into their mob because he said he could understand the instructions that had come with their new 'heavy shoota.

'It sez... it sez...'

The stranger spoke up.

'It sez, Doc's Surgery. Doc Wurr now opun fer biznis. Garanteed satisfakshun. Free ta first timaz.'

'Dat's rite,' added Rukfang, never one to miss an opportunity. 'Dat's exakly wot it sez. Every word.'

'Free ta first timaz, eh?' Gazrot was thinking. It wasn't something he liked to do too often, but even a battle-hardened Skarboy like himself had the occasional good idea. 'Dis could be just wot we've bin waitin' for.'

Rukfang looked puzzled.

'Owdja meen, Boss?'

Gazrot smiled, revealing a frightening array of razor sharp fangs that were the envy of many an aspiring Nob around Mektown.

'Reely trooly compleetly free?'

Doc Wurr nodded.

'Absalootly.'

'Right,' said Gazrot, turning to Rukfang. 'Run an' get da rest w' da boyz. We'z off ta giv dem mizrabul weedee Gorkaz da seetn' to dey've been deservin' fer ages.'

Doc Wurr watched until the two Orks had disappeared behind the dunes and then headed back towards his Serjery.

'At last,' he muttered to himself, rubbing his hands with glee. 'Finally all dose no gud Mekboyz in Mektown are gonna see just how gud I reely am at doktorin' an stuff!'

Scenario 1: Let's 'av a Skrap

Doc Wurr has offered to heal any injured fighters brought to him free of charge. This offer seems too good to be missed, and the two rival mobs living nearby decide to have a fight – simply for the sake of being able to repair their fighters at no cost afterwards!

Scenario

Except for the special rules below, this battle is treated as a standard *Da Fight* scenario as presented in *Da Uvver Book*.

Special Rules

Injuries: Doc Wurr has offered to patch up any injured Orks brought to him after the battle. However, even when it won't cost him a toof, a wise Nob will think twice before letting a Doc get his hands on any of his precious Boyz – past experience has shown it's just too risky. For this reason, each player should roll 1D6 for each member of his mob (not vehicles) who goes *Out of Action* during the battle.

On a score of 1-3, the fighter is too scared of what might happen at the Serjery and

prefers to deal with his injuries himself. The player should roll for that fighter on the Serious Injury Chart as normal.

On a score of 4-6, the Nob sends the fighter along to Doc Wurr's Serjery because he truly believes he's getting something for nothing. See below for the effects of visiting Doc Wurr.

Doc Wurr's Serjery: True to his word, Doc Wurr will fix up all injured Orks sent to him. However, the reason he made his generous offer in the first place is because he needs

MEANWHILE, BACK AT THE SERJERY...

Doc Wurr was dizzy with fatigue and covered from head to foot in various slimy things which looked as if they should have been on the inside, not the outside, of a body. It had been a busy day! But at last his great work was complete. After years of thankless toil, of failure, and the various 'accidents' along the way, he was finally ready to march into Mektown in triumph and kick all those other worthless Docs back to the jungus patch from which they had crawled.

'I tz da gratest!' he shouted at the top of his voice. 'Me, Doc Wurr. Da wun an' only!'

With that he turned back to the mysterious-looking machine sitting on the workbench beside him. He flicked some switches, plugged in some plugz, turned an evil looking dial all the way up to 'Danger' and then grabbed the huge great lever attached to one side.

'Now,' he screamed. 'Let dare bee lyfe!'

Doc Wurr pulled down on the lever with all his might. Power surged through the coils of wire scattered about on the floor, sparks flew through the air in all directions and there was an ear-splitting crash as something big exploded and flew off across the room.

After things had settled down a bit, the Doc picked himself up from the floor and staggered over to the far side of the serjery where there was a dirty old tarpaulin covering another huge piece of machinery. A loud humming, like the purring of a well-tuned engine, was coming from beneath the cloth. The Doc took a deep breath and pulled back the covering, revealing a newly-painted trukkk. Its engine was turning over gently. Doc Wurr smiled.

'Hello, boyz!'

a couple of volunteer subjects for a little experiment he has planned. As no Ork in his right mind is ever going to volunteer, he has decided to take two fighters at random and make use of them while they're under anaesthetic! Doc Wurr will chose one fighter from each mob for his experiment and each player should randomly select one of his fighters who has gone to see the Doc for this purpose. All other fighters will be fixed up as good as new (or in some cases, even better).

Fighters who visit Doc Wurr and are not chosen for his

experiment are returned to their mob after being given a couple of strange looking tablets, a makeshift bandage, or whatever. These fighters do not need to roll on the Serious Injury Table after the battle. In addition, on a D6 roll of 6, one permanent injury will also be completely healed.

Fighters who are healed in this way must still take a bit of a rest, however, and so may not go down the mines and dig for scrap with the rest of the boyz!

Fight Again!: It is possible to end up with a situation

where either no fighters, or only fighters from one mob, visit the Doc's Surjery after the battle. If this happens, the Doc will patch up any fighters sent to him and the two mobs must fight the battle again, and again, until at least one fighter from each mob ends up going to see the Doc.

Da Poor Saps: The two fighters Doc Wurr uses for his experiment (one from each mob) will also be returned and do not need to roll on the Serious Injury Table. However, as the players will soon find out, they're no longer all there. Doc Wurr has 'borrowed' their brains and replaced them with squigs just as if the player had rolled a 1 on the Rebuilt Krumm Table. The players should roll to see which type of squig has been used and then adjust the fighter's profile accordingly. Make a note of the two fighters' original characteristics and skills before updating them.

As for the missing brains, well...

Scenario 2: Gorka Trukkk, Morka Trukkk

Poor old Grodkart doesn't know what's going on. Yesterday it had legs, now it's got wheels. And who da zog's dis uvver blowk wot keeps tryin' ta muscle in an' take over? But one thing it does know for sure – sumwun iz zogginn' well gonna pay fur doin' dis!

Special Rules

This scenario uses the *Bottlin Out*, *Scrap Counters* and *Da Grodkart* special rules.

Da Grodkart

Doc Wurr has finally succeeded in doing something none of the other Meks or Docs in Mektown has ever been able to achieve – surgically connect an Ork brain to a vehicle's engine! Forget about bionic bitz or cyborg bodies, this is the ultimate combination of Ork and machine, the perfect fighting machine.

In fact, just to be safe, Doc has given the machine not one, but two brains, just in case the first one ever gets too shot up. This is where the problems start because one thing that never occurred to Doc Wurr is that no two Orks can ever agree on anything. So rather than the two brains making the vehicle twice as good as expected, they have actually made it even less stable and reliable than a normal, nuts-and-bolts-only vehicle.

Doc has actually succeeded in creating the very first (and hopefully the only) psychotic vehicle on Gorkamorka!

'Da Grodkart'

Doc Wurr has called his creation Da Grodkart on the grounds that he is not quite sure whether he has created a miracle or a monster.

With the exception of the special rules as listed below, Da Grodkart is a standard truckk with the following specifications.

Weapon: Da Grodkart is fitted with a basic 'eavy shoota.

Upgrades: Da Grodkart has had single Faster and 'Eavier upgrades.

Gubbinz: Da Grodkart is extra spiky, has loadsa ammo and two extra armour plates.

Special Rules

Da Grodkart is a unique vehicle and so there are certain special rules which will apply to it during this mini-campaign.

Crew: Da Grodkart is controlled (if controlled is really the right word) by the two brains which have been transplanted into it. However, because of the way they've been wired up, only one brain will ever have control in any given turn.

In order to determine which brain has control, both players should roll 1D6 and add their ex-fighter's Leadership to the score. The one with the highest score has succeeded in taking control of the truckk and may act as both driver

and gunner for the next D3 turns. The ex-fighter's own characteristics and skills will be used when making any necessary rolls (i.e. Ld for turns during thrusting moves, BS for shooting, etc). The controlling brain may move and fire in the same turn without penalty.

At the start of any battle, the brain who first takes control of the vehicle will automatically retain control for 3 turns, not D3. As soon as the player's final turn in control of the vehicle comes to an end, the players should make another roll to see who takes control next.

Damage

Any hits against Da Grodkart from shooting will be worked out as normal. However, as the vehicle does not have a driver or any crew, any shots which hit these locations will be treated as having hit the engines instead.

Whether or not Da Grodkart is still moving, fighters may attack the vehicle in hand-to-hand combat in the same way as if it was stationary. However, if there are any fighters from the rival mob on board at the same time, they must be fought first.

Example: *Gazrat the Gorka and Morgor the Morka have had their brains transplanted into Da Grodkart. At the start of the next battle they roll to see who takes control first. Gazrat has a Ld value of 7 and rolls a 4, giving him a total of 11. Morgor has a Ld of 8 and also rolls 4 (total of 12) so Morgor will take control of Grodkart for the first 3 turns of the battle.*

At the end of the Morka player's third turn, both players roll again. This time Gazrat rolls a 6 and Morgor a 2, so Gazrat takes control. The Gorka player may immediately take control of Da Grodkart for his following turn. However, the Gorka player only rolls a 1 when rolling to see how many turns he will have control, so at the end of that turn the players must roll again. Gazrat again beats Morgor, and this time he rolls a 5, so the Gorka player will retain control for a further 3 turns.

Morgor also has the Stunt 'Driva skill', so while he has control of the vehicle he may use this skill when Da Grodkart suerves or spins. However, as Gazrat is not a Stunt Driva, this skill may not be used when he has control of Da Grodkart.

Da Grodkart

Da Desert

This scenario takes place in a fairly normal area of the desert and both players should set up terrain in a mutually agreeable manner.

Mobs

The players should first roll to see which of them has control of Da Grodkart at the start of the game. Whichever side wins will be the attackers.

Da Defenders

The defender then sets up, using his entire mob. All vehicles should be set up within 6" of the centre of the battlefield and must all be travelling in the same direction towards one of the short table edges. All warriors must be mounted on vehicles.

Each vehicle starts the game carrying D3 Scrap counters. Roll a D6 for each bike, on a roll of 4+ it carries one scrap counter.

Da Attackers

The attacking mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the attacking player wishes to get onto it. These groups will arrive after the start of the battle as described below.

Startin'

The attacking mob goes first as Da Grodkart races onto the battlefield from a randomly selected table edge.

Remember that the attackers will automatically have control of Da Grodkart for the first three turns.

Attacker's Vehicles

Starting from the second turn, the attacker rolls a D6 for each

group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up in hot pursuit of Da Grodkart. Each group arrives on a random table edge (see map above).

Endin'

The game ends when one of the mobs fails its Bottle test or chooses to *Bottle Out*. If one mob only has warriors that are casualties left on the table the game immediately ends (this does not count as *Bottlin' Out*).

Da Grodkart is not considered to be part of either mob for the purposes of working out casualties or determining the mob's rating.

Special

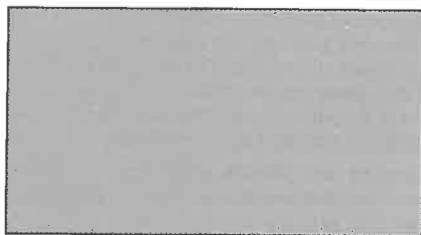
Da Grodkart must be crippled and immobilised during the battle. If both mobs *Bottle Out* before Da Grodkart is crippled, then the battle must be fought again, and again, until one mob succeeds in crippling it.

Regardless of who actually cripples Da Grodkart, the winning mob will take the truck with them after the battle.

Experience

Warriors who take part in this

2-3



scenario earn experience points as follows.

+D6 Survives

Any warrior who survives the battle earns D6 experience points.

+5 Wounding Hit

A warrior earns an extra 5 experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+1 Carrying Scrap

A warrior earns an extra 1 experience point for carrying a Scrap counter at the end of the game. Scrap loaded onto vehicles doesn't earn anyone any experience.

+10 Winning

The Nob of the winning mob earns a bonus 10 experience points.

Scenario 3

We Want Our Boy Back!

One of the rival mobs has now

captured Da Grodkart and is desperately trying to work out how the thing is wired up. Maybe if they can disconnect the rival brain, the truckk will settle down a bit and even be of some use to them. However, the other mob aren't going to give in that easily – after all, one of their boys is in there as well.

Special Rules

This scenario uses the Bottlin' Out, Da Fort and Da Grodkart special rules.

Da Desert

This scenario takes place in and around one of the mobs' bases and so the fort should be placed in the centre of the battlefield. Other terrain may be added if both players wish.

Mobs

The mob who won the last scenario will be the defenders. The defender may deploy D3 warriors in the fort. Only warriors on foot may be deployed in this way. The rest of the defending mob must be formed into groups before the battle. Each group must comprise one vehicle and as many warriors as the defending player wishes to get on it. These groups may move onto the table as reinforcements as described below.

Da Grodkart should also be placed in the fort. The defender will have control of Da Grodkart for the first three turns of the battle. The attacker may use his entire mob. All warriors must begin the game on a vehicle.

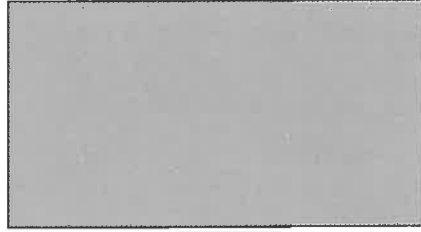
Startin'

The attacking mob begins the battle by roaring onto the

2-3

1

6



4-5

table from a randomly determined table edge.

Defender Reinforcements

Starting from the second turn, the defender rolls a D6 for each group at the start of each turn and adds the turn number. If the score is 8 or more, the group turns up, back from its scavenging in the desert. Each group arrives on a random table edge:

Endin'

The game ends when one of the mobs fails its Bottle test.

Important: Both mobs takes Bottle tests after 50% casualties rather than after 25% casualties as normal.

Da Grodkart is not considered to be part of either mob for the purposes of working out casualties or determining the mob's rating.

Special

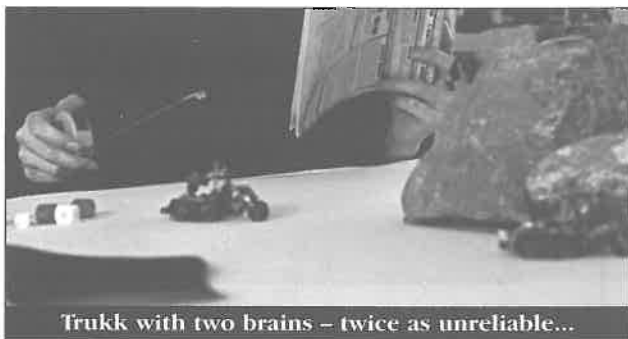
If Da Grodkart moves off the table at any point during the game, players should make a new control test at the end of that turn. Whichever player gains control of the vehicle may bring it back on from anywhere along the same table edge at the start of his next turn.

If Da Grodkart is immobilised during the battle, the mob which wins the battle takes possession of it.



'Ere, oo put dis big rokk dere?'

Da Grodkart



Scrap

If the defenders *Bottle Out*, the attackers are too busy dragging Da Grodkart back to their own fort to spend any time ripping scrap off the defenders' fort as in the *One of Our Ladz is Missin'* scenario.

Experience

Warriors who take part in this scenario earn experience points as follows:

+D6 Survives

Any warrior who survives the battle earns D6 experience points.

+5 Wounding Hit

A warrior earns an extra 5 experience points for each wounding hit he inflicts during the battle. Wounding downed warriors does not count. Note that you only score 5 points for wounding an enemy, regardless of the number of wounds actually inflicted by the hit.

+5 Penetrating Hit

A warrior earns an extra 5 experience points for each hit that penetrates a vehicle's armour, regardless of the result of the damage.

+10 Winning

The Nob of the winning mob earns a bonus 10 experience points.

Replay

If the attackers win this scenario, the defending gang will become the attackers and fight the scenario again to try and recover Da Grodkart.

Keep replaying this scenario, swapping over each time, until the defenders succeed in driving off the attackers!!!!

At Da End Of Da Day

Fixin' Up Da Trukk

Once one mob has won the *We Want Our Boy Back* scenario twice in a row, the other mob finally realises they're beat and gives up all claim to the vehicle with various backward shouts of, 'Stoopid truk, oo wants it anyway?' and other similarly unsportsmanlike comments.

The victors may now try a bit of do-it-yerself surgery on Da Grodkart in the hope of making it a bit more stable (but not too stable, mind) and more easily controllable. The player whose mob has possession of Da Grodkart should roll D6, adding +1 to the score if the rival gang never succeeded in winning the *We Want Our Boy Back* scenario.

On a roll of 1-3, the attempt goes horribly wrong and the

truk's engine explodes, destroying both the brains inside it. The player should roll once on the Vehicle Permanent Damage Table to see what effect the explosion has had, re-rolling a Captured result.

If the truk survives, the gang may add it to their roster and may use it in subsequent battles providing they have a spare Spanner in the mob.

On a roll of 4-6, the attempt was a complete success and one of the vehicle's brains has been successfully removed. The remaining brain is now more stable and will be better able to control the vehicle in future. The mob may add the vehicle to its roster and use it in subsequent battles providing they have a spare Spanner in the mob.

The following special rules will apply:

Driver: Da Grodkart does not need a driver. The characteristics and skills of the mob's original warrior will be used for this purpose. Any shots which hit the driver will be taken as having hit the engines instead.

Gunner: Now that Da Grodkart only has one brain controlling it, it cannot fire the heavy weapon as well as drive. The mob must provide its own gunner if it wants to use the 'eavy shoota.

Experience

Da Grodkart does not gain experience points after each battle and cannot make any advances or gain any new skills.

THE AFTERMATH...

Nurdmek wiped the sweat from his forehead and left a trail of muck and grease in its place. In front of him was the exposed engine of the mysterious truck, Da Grodkart. It was still mysterious, despite being scattered about the Spanner in various sized bits—some of which he even knew the names of.

He leaned in close and stared at the two brains which had been surgically attached to the machine, hoping to find the answer to his problem among the crumpled mass of organic material.

'Oi, Grog! Izzat yew?'

He poked one of the brains with a grubby finger and the jelly-like blob quivered from side to side. Nurdmek smiled and poked the green lump again.

'Dis is fun.'

Gazrot gave him a sharp cuff about the ear. 'Stop dat an' get on wiv da fixin' bit.'

Nurdmek scowled and crawled further into the mess of machinery about him, hoping to avoid another beating.

'Well?' Gazrot demanded.

'Well,' Nurdmek replied, 'it's like dis. Da grumble nutz've bin removed and da pushee pump 'as bin replaced wiv a... wiv a thingy wotsit.'

'So?'

'So I can't bypass da klanky nozzle wivout diskonnektin' da gooey supply bitz.'

'So?'

'So I gotta try an' diskonnekt da brain frum

da ample doobry... which means cuttin' wun wv deese wirez 'ere.' He motioned to two thick wires hanging down from the brains. 'But da probhun iz, I don't zactly know which wun iz which.'

'So?'

'So if I cuts da right wun, we get ta keep da truck an' Grog wiv it.'

'An if yew cuts da rong wun?' asked the doubtful Nob.

Nurdmek smiled.

'Uge grate bang!'

'So make sure ya cut da right wun, or else dare's gonna be big trouble.' Gazrot raised his huge studded club to emphasise the point. 'Yew get my meenin'?'.

Nurdmek nodded quickly and turned back to the two wires. One was red, the other, a different shade of red. Which one should he cut? Did bright red mean big bang? Or did it mean very fast?

'Come on, Grog,' he muttered, looking hopefully at the mass of brains. 'If yew'z still in dare sumwbere, give us a klew.'

The brains wobbled from side to side. But was it a bright red wobble, or a dull red wobble? Gazrot prodded the terrified Spanner in the back with the club.

'Cut sumfing.'

Nurdmek looked once more at the two wires and picked up his Kustom Kuttaz.

'Bright red. It's gotta be da bright red wun.'

And with that he cut the wire.

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1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys.

- **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

- **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

- **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

- **This point is so important we'll write it again!** We want REAL hobby material from REAL hobbyists! This is your mag!

2. Decide what article you want to write

For example:

- A scenario for one of our game systems
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Citadel miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

- An excellent article which is also typed (double-spaced) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters and Army Lists.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (please give an example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

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Send your ideas to: The Journal Bunker,
Games Workshop Ltd,
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Lenton,
Nottingham NG7 2WS
UK

Or, if you're on the Internet,
why not E-mail to us at:

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Please title any submission 'Journal Submission'

6. See your name in lights!



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the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



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Signed by:



Choose a big tank, choose a Leviathan, start to scratch-build...

TANK SHOCK!

Imperial Guard Super-Heavy vehicles in Warhammer 40,000

By Stephen Thompson

I'm Stephen and I'm from Canberra in Oz. I have been modelling, gaming, and collecting Games Workshop material since the dawn of the Imperium (well, around 9 years), and in that time have concentrated mainly on the dark Gothic future that is Warhammer 40,000. I have been the proud general of the heart-ripping Blood Angels, insidious Genestealer Cults, Sisters of Battle and more recently the elusive Necrons. But my main devotion is the massed arms of the Imperial Guard, especially great big tanks...

The Imperial Guard

The Guard player is spoilt for choice when it comes to tanks, but the more you get the more you want (a common virus contracted by most enthusiasts), and one glance at the Epic 40,000 range and 'Super-Heavy Tank Syndrome' sets in.

Many Guard commanders throughout the void will undoubtedly already have models of super-heavy vehicles, and they already have featured in Journals of

the past (Ian Pickstock's 'Tankfest' article in Journal no.7). Some grizzled veterans may even recall Tony Cottrell's article on how to make a Baneblade that featured in White Dwarf many years ago. So, with the new edition of Warhammer 40,000 on the gaming table, the Imperial Cult (and the Adeptus Mechanicus of Mars), demand that the ancient super-heavy tank S.T.C.s are utilised once more.



A massive Shadowword rumbles to battle...

Super Heavy Tanks

The Baneblade and Shadowword are huge, formidable tanks. They are commonly seen in the huge sledge hammer-like assaults that only the Imperial Guard can perform. Super-heavy tanks can be selected from the Heavy Support Section, although it is relatively uncommon to see these giant machines thrown out onto the battlefield without some infantry support. In my opinion, a better alternative is to represent these vehicles as HQ selections specifically for armoured companies. This means that the Guard player simply takes a super heavy tank for an HQ choice, Leman Russ battle tanks as Troop choices instead of Heavy Support, and cannot use of any units other than armoured vehicles. Of course, your opponent must agree to this first (damn!).

Some new rules concerning super-heavy vehicles had to be devised before they could be used, and without further ado here they are:

BANEBLADE SUPER-HEAVY TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Baneblade	350	15	14	14	3

Type: Super-Heavy Tank

Crew: Imperial Guard

Weapons: The Baneblade is armed with a turret-mounted battle cannon and a hull-mounted battle cannon. In addition it is armed with two side sponsons each armed with a lascannon and three bolters and a hull-mounted heavy bolter.

Options: A Baneblade may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

HQ/HEAVY SUPPORT: BANEBLADE SUPER HEAVY TANK

For Imperial Guard armies of less than 2000 points, the Baneblade is a HQ choice.

For Imperial Guard armies of more than 2000 points, the Baneblade may be a Heavy Support choice instead.

SPECIAL RULES

Ordnance: *The Baneblade is designed to lay down massive amounts of firepower. To represent this the Baneblade may fire both of its battle cannons if it remains stationary. These must be fired at the same unit or vehicle.*

SHADOWSWORD SUPER-HEAVY TANK

	Points	Front Armour	Side Armour	Rear Armour	Bs
Shadowsword	350	15	14	12	3

Type: Super-Heavy Tank

Crew: Imperial Guard

Weapons: The Shadowsword is armed with a hull-mounted volcano cannon. In addition it is armed with two side sponsons each armed with a lascannon and three bolters.

Options: A Shadowsword may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

HQ/HEAVY SUPPORT: SHADOWSWORD SUPER HEAVY TANK

For Imperial Guard armies of less than 2000 points, the Shadowsword is a HQ choice.

For Imperial Guard armies of more than 2000 points, the Shadowsword may be a Heavy Support choice instead.

SPECIAL RULES

Volcano Cannon: *The volcano cannon functions primarily as an anti-titan weapon, however, it vapourises tanks and troops just as effectively.*

	Range	Strength	AP	Shots	Notes
Volcano cannon	100"	10	2	Blast	Counts as a melta weapon

Special Rules

Movement: Super-heavy tanks are slow and cumbersome machines, not noted for their manoeuvrability or speed. They may only ever move a maximum of 6" per turn.

Terrain Effects: Super-heavy tanks may be slow, but they are extremely difficult to stop. They crash through difficult terrain such as woods with ridiculous ease. This means super heavy tanks can always re-roll a failed *Difficult Terrain* Test. Note that this functions exactly like the *Dozer Blade* vehicle upgrade, and if your super heavy vehicle is also upgraded with a *Dozer Blade* this would allow it to re-roll twice in difficult terrain.

The Imperial Leviathan

Leviathans are mobile command centres where high-ranking Imperial commanders may co-ordinate the attacks of their Imperial Companies in relative safety and lend heavy firepower where it is most needed. Within the vast, heavily armoured hull of



An impressive Baneblade supports the infantry

these beasts, squads of Imperial Guard troops stand ready to pour into battle, bolstering a weak point or exploiting enemy errors. The sight of a Leviathan on the battlefield is enough to send even the most determined troops running for cover. These giant machines are the true ethos of the Guard army, that of a slow but relentless sledgehammer assault, crushing the toughest defenses, themselves almost impervious to damage protected as they are by their impressive armour and powerful void shields.

Making a Leviathan

It is probably best that you start by having a go at a Baneblade or a *Shadowword* first before you tackle a big project like a Leviathan. However, despite its size (which in a lot of ways helps) the Leviathan is relatively easy to construct. As with most of my scratch-built vehicles having a copy of the miniature in Epic scale and drawings of the model is a good place to start. From here you can work out the scale of the model and get an idea of how to build certain parts of it.

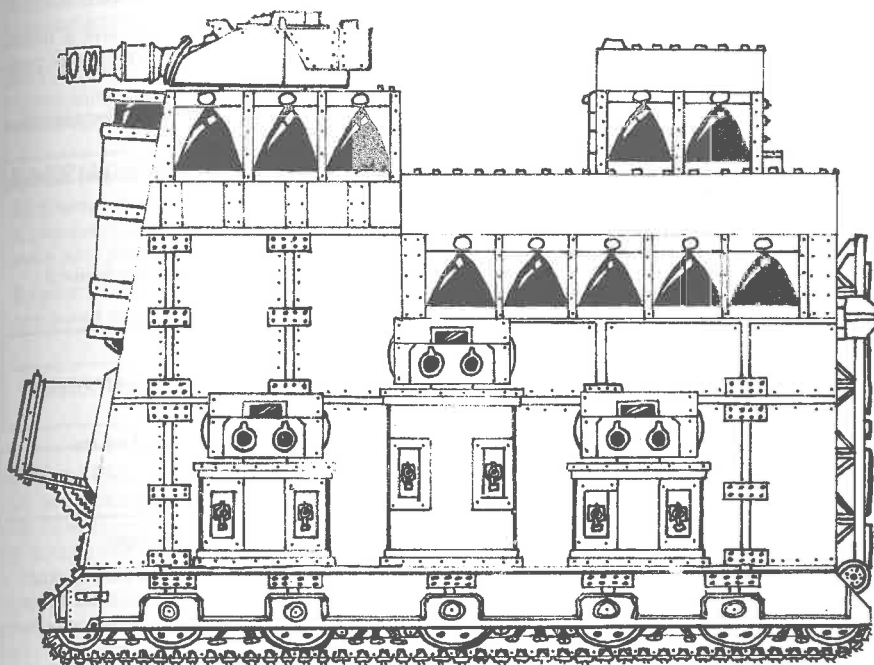
First I constructed the basic hull shape. This was made out of thick card (as was most of the model) and I made sure that the sides sloped slightly inwards. Next step was the tracks, gubbinz packs from the local GW store proved just the trick, not only does it have all the tracks but also plenty of other goodies. From the basic hull and track shape all of the detail can be added such as the side sponsons. A handy tip is to get hold of some dressmaking pins from your local fabric store. When they are pushed through the cardboard the pin ends pass for excellent bolt heads.



A Leviathan disgorging its cargo of death!

(Illustration by the author)

ADEPTUS CODIS REF 66218/B FILE 88A



VALHALLAN PATTERN MK IV LEVIATHAN MOBILE COMMAND CENTRE



Of course, once you start a project like this there is no stopping you, and I have even gone as far as making the back of the cargo bay a fully working part and built a small fork-lift that fits in as well.

Now that I have supplied you with all that you will need to fill up all of those HQ, Heavy Support and Troop choices for your armoured companies what follows are even more ideas for your Imperial Guard armies

(there's just no stopping this bloke, is there? - Ed).

'BEHOLD!

The enemies of the divine Emperor shall now know the true meaning of terror...

**Colonel Dausen
Leviathan
Commander (atrrbt)**

HQ: LEVIATHAN COMMAND VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	Bs
Leviathan	650	14	14	14	3
Void Shields		10	10	10	3

Type: Super-Heavy Tank

Crew: Imperial Guard

Weapons: The Leviathan is armed with a hull-mounted doomsday cannon and a turret-mounted battle cannon. In addition it is armed with six side sponsons each armed with twin-lascannon and twin-linked bolters.

Options: A Leviathan may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

Transport: A Leviathan may carry up to three squads of troops and a Command Section. These may be selected from Infantry, mortar or fire-support squads.

HQ: BANEBLADE SUPER-HEAVY TANK

A Leviathan is an HQ choice for Imperial Guard Armoured Companies and Mechanised Divisions.

SPECIAL RULES

Command Centre: *The Leviathan is a mobile command centre. Any friendly troops within 12" may use the Leadership of its commander.*

Doomsday Cannon: *Any vehicles hit from the doomsday cannon add +1 to the ordnance damage table.*

	Range	Strength	AP	Shots	Notes
Doomsday cannon	80"	10	2	Ord/1Blast	+1 damage

Void Shields: *The Leviathan is protected by four Void Shields which must be knocked down (any penetrating hit will knock down a Void Shield) before the vehicle itself takes any damage. Troops assaulting the Leviathan do not have to knock down the shields as they may make their attacks from within its shield protection. Shields may be regenerated at the start of each turn by rolling a D6 for each downed shield which will come back on line on the score of 5+.*

The Thunderbolt Fighter

The Thunderbolt has been around for millennia and its service can be dated back to the Horus Heresy. The Thunderbolt's main strength is in its close support role. Armoured with thick ceramite plates, brave pilots dive from the heavens to deliver a lightning fast strike pulling up at the very last minute due to the Thunderbolt's weapon's short range. Armed with

autocannons and rapier rockets and propelled by plasma ramjets the Thunderbolt makes for one of the best airborne assault machines available to the Imperial commander.

Some new rules concerning flying machines had to be devised before the Thunderbolt could be used, and here they are:

Flyer: Flying machines must always move their maximum movement allowance and if they are ever immobilised

they are counted as destroyed. Flyers move 40" in the movement phase, in game terms this is a reflection of the flyer swooping down from the sky to shoot the enemy. All flyers start the game in *Reserve*, even if the scenario does not usually allow *Reserves*. They enter play from the player's deployment zone.

Terrain Effects: Flyers may not enter any terrain, but are always assumed to be above terrain features.

FAST ATTACK: THUNDERBOLT FIGHTER

	Points	Front Armour	Side Armour	Rear Armour	Bs
Thunderbolt	130	11	11	10	3

Type: Flyer

Crew: Imperial Guard

Weapons: The Thunderbolt is armed with twin-linked wing-mounted autocannons and a nose-mounted heavy bolter. In addition it has underslung wing-mounted rapier rockets.

FAST ATTACK: THUNDERBOLT FIGHTER

Fighter support is only available to Imperial Guard armies of more than 2000 points as a Fast Attack choice.

SPECIAL RULES

Airborne Assault: *The Thunderbolt may leave the battlefield in the movement phase if it chooses to do so, but cannot return until the following movement phase and must enter play from the side that it left.*

Rapier Rockets: *Rapier rockets are used primarily against vehicles and heavily armoured or dug-in troops.*

	Range	Strength	AP	Shots	Notes
Rapier Rockets	24"	8	3	Heavy2Blast	

Shooting: Pilots can only shoot one weapon system at a time in addition to flying their aircraft. For example: the Thunderbolt is armed with two twin linked autocannon and heavy bolter system and rapier rockets. The pilot can carefully aim his rocket salvo or hold the fire button and blast away with his autocannons and heavy bolter.

Shooting at Flyers: Flying machines sweep over the heads of troops very rapidly as they unleash their salvos. All penetrating hits on flyers are counted as glancing hits to represent the difficulty of hitting them. This means you never roll on the penetrating hits table, even if they are hit by ordnance.

Commissar Yarrick

Commissar Yarrick has already been included in a

Chapter Approved article by Andy Chambers (White Dwarf 227). So you are asking the question: why are you even bothering with this? The answer is quite simple. The other day I was glancing through some old White Dwarf magazines and I came

across an article on, you-know-who! Well, the history I had read before, but the picture sparked something in my brain: 'Wow this guy has his own personal Rhino'.

I started thinking some more and came to the conclusion



A Thunderbolt fighter swoops in for the kill...



Commissar Yarrick finally no longer has to walk!

that really Mr Yarrick should have his own transport that sets him apart from the rest, not to mention I needed an excuse to have a Rhino in my guard army.

Yarrick's personal Rhino can be purchased instead of a Chimera. The Rhino has a twin linked heavy bolter system for cutting down all those pesky greenskins. It has also been fitted with a

Super Charged Engine (functions exactly like the Blood Angel's). In all other respects it is a normal Rhino.

So, how does it all work?

Well, super-heavy vehicles are all very prone to assaults in games that I have played with them, but they still have impressive armour and the potential to kill large amounts of troops. The Shadowsword is very much a specialised anti-tank vehicle and is the best solution if you suspect that your opponent might have three Land Raiders or all of his troops in Wave Serpents. Its ability to fire both the volcano cannon and the lascannons when it remains stationary is lethal. The Baneblade, however, seems to be much more effective

THE 57TH VALHALLAN REGIMENT

Raised on the planet Valhalla, the 57th regiment has been assigned to many famous actions in its long history, however none are more revered than the Ork invasion in the Ryza warzone when the regiment served under direct command of the legendary Commissar Yarrick – saviour of Armageddon.

When the imperial warfleet arrived at the small Forge World of Ulani, much of the rich and prosperous colony had been destroyed; the rampaging Ork invaders had swept into the Ryza system destroying all in their path. The only way to stop the Orks was to hit them with considerable force and immediately. What followed was to be the 57th's greatest hours of glory.

They had never expected an easy job, but they had never expected this. The drop on Ulani had placed the 57th right in the middle of the strongest Ork defences and the drop zone had turned into a slaughterhouse. Inside the command Leviathan 'Voluptatus' Colonel Dausen had a perfect view of the mayhem that was before him, he issued his orders with cool precision.

'Red and Yellow platoons, hold the centre. Commander Gratz,' the voice of a hardened old veteran broke through the static on the communicator.

'Sir'

'Test their line on the east flank, break out if you can. Black platoon, follow in support.' Dausen could already see the mammoth Baneblade slowly grind its way towards the east flank, and move over a ridge. Dausen looked to an empty space for a moment. Then he smiled in satisfaction. The thoughts of the Emperor's enemies, feeling the wrath of an angered Baneblade filled his mind.

The air was bright with lasgun fire above Yarrick's position. He watched from his custom Rhino as four Ork war-buggies tore across the battlefield as if out of control – an armoured spearhead, trying to weaken the Imperial line.

Kult of speed, Yarrick thought instinctively. At that moment a huge shell screamed over Yarrick's head. The doomsday shell smashed home right between the fast approaching Orks. When the smoke cleared all that remained was a vast smoking crater.

HQ: COMMISSAR YARRICK'S RHINO

	Points	Front Armour	Side Armour	Rear Armour	Bs
Yarrick's Rhino	95	11	11	10	3

Type: Tank

Crew: Imperial Guard

Weapons: This Rhino variant is armed with a twin linked heavy bolter and a storm bolter.

Options: The Rhino may have a smoke launcher for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

Transport: The Rhino may transport up to five models and their weapons. The rest of the cargo area is filled with extra engine!

HQ: COMMISSAR YARRICK'S RHINO

This is an HQ choice for Imperial Guard Armoured Companies and Mechanised Divisions.

SPECIAL RULES

Super Charged Engines *Yarrick's Rhino can attempt to go faster at the end of the movement phase. When the vehicle has moved simply make a difficult terrain test for the vehicle, if this is passed it may move an extra D6" forward.*

against large units such as Ork mobs or Tyranid swarms. A special mention must go to the Tyranids, they tend to struggle to eliminate a lot of tanks and perhaps the use of Armoured Companies against them would be seen as unfair. The Leviathan for its points cost is not all that effective. Bolter fire can take down the Void Shields and then weapons like meltaguns have a field day. It is also very prone to assaults as its Void Shields do not protect it up close. It is a nice centrepiece for any Guard army, though.

The Thunderbolt is for me. It is fast, flexible and carries quite a punch for a flying rhino! In most games I take it down one flank and go for an isolated unit with the guns, or a heavily armoured squad with the rockets. Bringing it down one flank greatly reduces the amount of incoming fire it will receive. You will discover that

most of your enemies will concentrate lots of fire towards the Thunderbolt and you can use this to your advantage and move your army into position without as much enemy suppression as you would normally suffer.

I hope that this has inspired some of you to get into that

project that's been tucked away in your cranium for some time. Good luck and may you silence the foes of the Emperor with your big guns. If that fails, crush them under your tracks, and if that fails, bomb them from above...

Cheers, get converting...



Stephen's truly impressive Imperial Guard army



Warhammer Quest

Wanted Dead or Alive...

OUTLAW CHARACTERS IN
WARHAMMER QUEST

BY NICK KYME

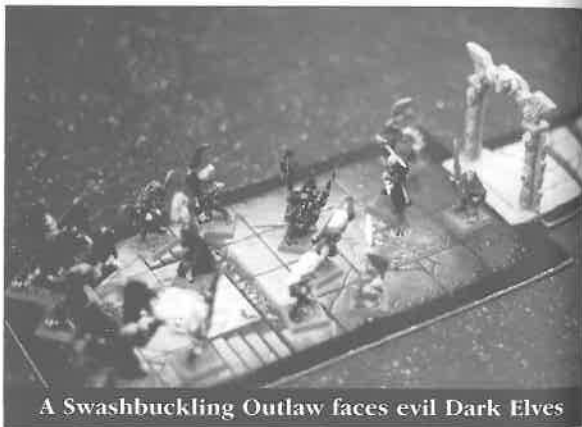
Implacable Agent Kyme is back on the case with yet another great Warhammer Quest article. He obviously not being given enough work to do in our Grimsby store if he's got time enough to come out with cool articles like this one. Then again, we're not complaining...

•OUTLAW CHARACTER•

The Empire is a vast land of rolling plains, soaring mountain expanses and dense forests. It is a land where the race of man lives together, forging a new world for themselves as the old races of Elf and Dwarf slowly diminish into inevitable obscurity. Split into separate city states, it is governed by noble Elector Counts who ensure law and order is rigidly maintained in their respective provinces. This is no mean feat and many laws are broken out of the watchful gaze of the Count and his retainers: Highwaymen robbing the opulent coaches of nobles on the road to Altdorf; cat burglars liberating the jewel-encrusted heirlooms of Barons and Dukes alike; even down to the murderous swine who know only the law of the streets, where a dagger from the shadows says more than any decree signed by the Emperor. These crimes are often unpunished but not forgotten.

The perpetrators of such miscreant acts become outlaws, the fixation of some zealous Burgomeister desperate to redress order and maintain the respect of his charges. They are difficult to find. Men on the run, constantly in fear of capture with one eye on the road ahead and the other the way they have just come, where the next face they see could be the one that recognises them and turns them over to the authorities.

But not all outlaws are villains. Some are the innocent few in the wrong place at the wrong time, falsely accused of crimes they did not commit and desperate to clear their names with a pardon from the Emperor himself. Others are worshipped like heroes by the common folk who have suffered at the lash of a cruel Baron or merciless Graf and revel in being a thorn in the side of the pompous aristocracy.



A Swashbuckling Outlaw faces evil Dark Elves

Outlaws by their very nature are a cunning breed and not without resource. Many seek haven in the underworld society of numerous Imperial cities where the black markets offer a veritable stockpile of useful equipment and information. Even those innocents soon learn of the ways and means out of the eyes of the law either by accident or design.

It is common for many outlaws to assume an alter ego to protect their true identity. Many even go into disguise, posing as a fighter and join adventuring warbands for a share of the spoils. After all, even the dreaded long arm of the law fears to tread in some of the darkest caverns of the Old World...

• STARTING AS AN OUTLAW •

Outlaws start with the following profile:

Wounds	1D6+6
Move	4
Weapon Skill	3
Ballistic Skill	4+
Strength	3
Toughness	3
Initiative	4
Attacks	1
Pinning	3+

Weapons

The Outlaw starts with a Sword which inflicts 1D6+3 Wounds.

Wounds

The Outlaw begins with 1D6+6 Wounds. If any 1's are rolled when determining Wounds, you can re-roll the dice but must accept the second roll even if it is another roll of 1.

Armour

Most of the armour that Outlaws acquire is what they can pillage! Roll 1D6:

1-2 No armour!

3-4 Leather armour +1 T – at the end of each combat roll 1D6 and on the score of 1, 2 or 3 the armour is destroyed.

5-6 Chainmail +1 Toughness.

Equipment

The Outlaw starts the game with a set of specially balanced daggers which are unique to him. The dagger is a common weapon for most Outlaws as it is light and easily concealed, perfect for daring escapes and silencing curious guards.

The Outlaw has six daggers in total, all of which are only suitable for throwing and inflict 1D6+1 Wounds for each successful hit. The daggers have a range of 6 squares and you may throw one each turn. If you score a 6 to hit, you have found a chink in your opponent's defenses and may ignore any armour they are wearing.

SPECIAL SKILLS

Sense Danger: Through constantly being on the run and forever dodging the long arm of the law all Outlaws have a keen sense of danger and how to avoid it.

Whenever the Warriors are ambushed in the dungeon the Outlaw rolls a D6. On a score of 6 the Outlaw manages to shout a warning and the monsters do not gain their ambush attack and are placed normally.

Dashing Steel: All Outlaws are very fast at reacting with a blade. They must be in order to survive the vicious underworld of the Empire

and subdue or even despatch (...ulp!) an over-zealous guard that recognises them, before they can raise the alarm.

Whenever monsters are placed on the board the Outlaw may roll a D6. On a roll of 4+ the Outlaw may make a single attack against any adjacent monster out of sequence, in addition to any other attacks he might have that turn. This represents the Outlaw lashing out quickly at the first sign of movement and striking down his adversary (this ability may not be used in conjunction with a *Deathblow*).

OUTLAWS AND TREASURE

The Outlaw may use any Treasure Items normally available to the Barbarian, but he may not use weapons if they are two-handed or wear magic armour that increases his Toughness by more than two.

• ADVANCED RULES •

Wounds

In the Advanced Game an Outlaw grows steadily more proficient with his Throwing Daggers and may use them more effectively. He is able to throw 1 dagger per his normal attacks each turn.

Origins

Every Outlaw has a different story to tell on how they became wanted men and each will try to keep this tale secret from the other Warriors. These humble beginnings are not undetectable however and are often part of an Outlaw's trademark, manifesting themselves in an Outlaw's skills and abilities.

If you are planning to use the

Outlaw character as part of a long campaign or wish to have him progress through the Battle-Levels roll a D6 on the table below to discover his origins:

ORIGINS TABLE

Roll 1D6

1. Highwayman

The Outlaw is none other than a famous Highwayman – the Scarlet Rogue or the Dashing Cloak – and is an accomplished pistolier and marksman. As a result of his keen eye and pistol antics on horseback, the Outlaw may re-roll any missed hit rolls for shooting. Furthermore, if he acquires a pistol he may, on a roll of 5+, load and fire it in the same turn.

2. Jewel Thief

The Outlaw started his career as a cunning Jewel Thief – Eric the Nimble – Diamond Fingers Rohan – and is adept at slight-of-hand and stealthy escapes. Due to this training whenever the Outlaw receives a Treasure Card he may take two and choose which one he wants, replacing the other card back in the Treasure Deck. He may also re-roll the dice for escaping pinning due to his stealth.

3. Pirate

The Outlaw is a daring Pirate who has sailed perilous seas to avoid the Emperor's navy – Tobias Dead-Eye or Dieter Hookhand – and as such has accumulated numerous stashes of hidden treasure throughout the Old World. The Outlaw may search for this Treasure on the way to the dungeon whenever there is an *Uneventful Week*. If he can roll a 5 or 6 on a D6 he has found a hidden stash and may take an amount of gold equal to that of a randomly

drawn Treasure Card (the card is then discarded). Being a superstitious lot the Outlaw Pirate also has a lucky charm to ward off stormy seas and bad luck. The charm adds +1 to his Luck characteristic.

4. Cut Throat

The most fearsome origin of all, a cold and deadly Cut Throat – the Black Shroud or Forerick the Knife, a calm and lethal killer – ideally suited to the dungeons of the Old World! His cold and fearsome nature means the Cut Throat is unsettled by almost nothing and as such can add +2 to any *Fear* and *Terror* tests he has to take. Furthermore the Cut Throat always carries a secreted switchblade which he can use whenever he makes a *Dashing Steel* attack instead of another weapon. If he rolls a 6 to hit the attack causes D6+2 damage with no reductions for toughness or armour. Otherwise it just causes D6+2 damage.

5. Masked Desperado

Champion of the underdog, the Outlaw is a Masked Desperado – the Crimson Hood or the enigmatic Zirros – a dashing swash-buckler and perpetual thorn in the side of greedy Barons and pompous Dukes. The Desperado's reputation precedes him and as such whenever he enters a City roll twice to see if he is noticed by the Watch (see later). Conversely, if he enters a village he is revered as a hero by certain loyal contacts and doesn't have to pay living expenses. The Masked Desperado is always getting into tight situations with the authorities and as such is adept at escaping traps or even death. If the Outlaw is ever caught by the

Watch or in a trap roll a D6 on a roll of 4+ he manages to escape at the last second and avoids the trap. Furthermore if he is killed in any means roll a D6, on a roll of 6+ he avoids the sticky end or is placed back on 1 Wound (whichever is most appropriate).

6. Innocent!

The Outlaw isn't a criminal at all, he is an innocent man. Falsely accused of some heinous act the Outlaw was simply in the wrong place at the wrong time. Although the Outlaw has been forced to the fringes of society he may try and seek a pardon from the Emperor at the end of each adventure (see below for the rules on Pardons).

SETTLEMENTS

Whenever the Outlaw visits a settlement there is a chance that he will be recognised by the Watch and thrown into the cells. Upon arriving at any settlement the Outlaw must roll a D6. If you roll a 1 he is noticed by a vigilant guard and turned over to the authorities. Towns and Cities are even more dangerous to an Outlaw than other settlements and as such he must roll an extra D6 when rolling to see if he is recognised. If either dice comes up a '1' then he is captured as above.

If caught and locked up in the cells roll a D6 on the Authorities Table below to discover the Outlaw's fate at the hands of the law:

AUTHORITIES TABLE

Roll 1D6

1 Hangman's Noose!

The Outlaw is taken to the nearest gibbet and executed on the spot by the town Marshall. This

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neck-stretching
experience renders the
Outlaw quite dead and
out of the game!
(Needless to say, Luck
would be a good idea at
this point.)

2-4 You Ain't Seen Me, Right?

The Outlaw manages to
avoid a sticky end by
bribing a less than
salubrious guard with
one tenth of his gold. If
he has no gold then he
must give him an item of
treasure instead. In
either case, it's not long
before he's loose of his
shackles and free.

5 Daring Escape

In a desperate battle with
the guards and a mad
leap from a lofty parapet
the Outlaw pulls off a
daring escape. Roll
another dice, if you roll a
1 or 2 the Outlaw is
injured during his swash-
buckling antics and starts
the next adventure with
-D3 wounds from his
current total. (If the
Outlaw is a Masked
Desperado he may re-roll
the dice to see if he gets
injured as they are pretty
good at that sort of
thing!)

6 I Have a Cunning Plan...

By sheer cunning and a
handy set of concealed
tools, the Outlaw deftly
picks the lock to his cell
and escapes in the night
to his freedom.

Presuming the Outlaw enters
the Settlement without
mishap, he may visit any of
the traders and the
Alchemist's, Gambling
House, Temple and Alehouse
(2D6). However, if he visits
any location other than the
Gambling House or Alehouse
in a Town or City, then you
must roll a D6. If you roll a 1

he is 'shopped' (no pun
intended) by the squinty-
eyed trader, who's certain
they've seen your face on a
scruffy poster somewhere.
After a suspicious trip 'out
the back' the trader hails the
Watch who are on you like a
Squig on the end of a
prodder. The Outlaw is
captured and must roll on
the Authorities Table. Do not
roll another event today.

EQUIPMENT

The Outlaw may use any
equipment available to the
Barbarian, except a
Warhorse, and may only use
a Pistol or Pistol Crossbow
from the Fletcher's. He may
wear any body armour as
long as if does not increase
his Toughness by more than
+2. Remember, the Outlaw is
trying to look inconspicuous
and doesn't want to slow
himself down in case he
needs to make a rapid
getaway. For the same
reasons he may not use any
double-handed weapons
such as a Battle Axe or Great
Sword.

THE OUTLAW TRADING POST

Deep within the bustling
streets of the great cities of
the Empire there lies a dark
and secretive world that
operates beyond the law. It is
the clandestine underworld
of the Outlaw Trading Post
where all manner of exotic
and illegal items are touted
to the underworld society for
the right price.

The Outlaw may visit a new
special location which is
exclusive to him, the Outlaw
Trading Post. It is a hive of
activity for such disreputable
societies as the Guild Of
Thieves and Assassin's
Confederation. It consists of
a group of enterprising

traders (who were once
probably thieves and
assassins themselves) who
acquire various items from
fellow merchants and purvey
their own brand of special
weapons and equipment that
are exclusive to them.

There are three types of
underworld trader and one
of each may be visited per
day. This is an exception to
the normal rule concerning
special locations and
represents the unusual
nature of the traders. If the
Outlaw decides to look for
the outpost a second or
subsequent time he must
find it again in the same way
as a normal special location
(i.e roll a 7+ on two dice for
a Town and three dice for a
City), but each time the
chance of finding it is
reduced by -1. This involves
the nod and wink in the right
direction and locating the
secret passage or disused
warehouse that would lead
down into the covert
underworld.

When the Outlaw visits the
trading post he obviously
does not have to roll to see if
he is turned in by the trader
as they are probably as
watchful of the law as he is.
The three outpost traders
include: the Arms Trader
who sells much the same
equipment as a Weapon
Smith or Fletcher but offers it
at a reduced rate and has all
the items under one roof; the
Equipment Trader who
specialises in items that
might be offered by a
General Store as well as
some that are not; and the
Black Market which boasts a
wide variety of exotic and
highly illegal items
guaranteed to give the
Outlaw the jump on guards
and monsters alike!

.THE ARMS TRADER.

ITEM	COST(BUY)	COST(SELL)	STOCK	SPECIAL RULES
Longsword	350	20	8	As normal Longsword.
Throwing Axe	250	35	8	As normal.
Throwing Stars	50	35	6	As normal.
Knuckle Dusters	50	25	9	As normal.
Crossbow	950	200	10	As normal.
Pistol Crossbow	1450	250	11	As normal.
Quarrels	25	-	4	As normal.
Brace of Pistols	2700	600	11	As normal.
Shot	50	-	5	As normal.
Gunpowder	50	-	5	As normal.

UNEVENTFUL DAYS

Being on the run and constantly watchful for the authorities means the Outlaw's days are seldom uneventful. Whenever the Outlaw rolls an *Uneventful Day* on the settlement events table roll a D6 and consult the table.

UNEVENTFUL DAY

Roll 1D6

1 Stop him!

The Outlaw is noticed by the ever vigilant Watch and identified by a weathered looking poster nailed to the Angry Troll Tavern. Roll another dice, if you score a 3+ the Outlaw manages to duck down a side alley and escapes, if you roll a 1 or 2 he is caught by the Watch and must roll of the Authorities table immediately.

2-3 Hiding...

Whilst walking casually down the main street the Outlaw is being given some shifty looks and is forced to go into hiding for the next D3 days. During this time he

cannot visit any traders or special locations and you don't have to roll any settlement events but living expenses must be paid for as usual.

4-5 It really is an uneventful day!**6 Old friends**

The Outlaw meets up with a few of his old gang members; Harvey the Flincher and Buck Tooth Gustav, and manages to get his cut from a stash of treasure from a previous 'adventure'. This unexpected windfall amounts to 1D6 x 50 gold. An innocent Outlaw may still benefit from this too as it is assumed the other miscreants mistake his identity and the Outlaw is long gone with their gold by the time they realise...

PARDONS

If your Outlaw is an innocent man he may try to get a pardon from the Emperor and clear his tarnished name. This may be attempted at the end of any successful

adventure when the celebrations are in full flow much like the ale and wine! The Outlaw will normally slink into the shadows at such gatherings, preferring to stay unnoticed during the victory parties and reward ceremonies, in fear of drawing too much unwanted attention to himself - although his presence at such occasions is sometimes unavoidable.

Every time you complete a successful adventure and reach civilisation roll a D6. If you score a 6, a noble dignitary has recognised you for the innocent man you are and petitions your pardon to the Emperor himself who grants it as soon as word reaches him in recognition of your brave deeds. From now on the Outlaw no longer has to roll to see if he is noticed by the Watch and all of his *Uneventful Days* are just that, uneventful! The Outlaw may still visit the trading post however and trains as normal; he has developed himself into a stealthy and cunning fighter and will continue to pursue his career as an adventurer with the other Warriors.

EQUIPMENT TRADER.

ITEM	COST(BUY)	COST(SELL)	STOCK	SPECIAL RULES
Heavy Cloak	300	75	5	Same as furs, but will not reduce the movement or hit rolls and may be worn in conjunction with furs.
Provisions	40 each	-	6	As normal.
Bandages	40 each	-	8	As normal.
Rope	25	-	6	As normal.
Beer Casks	40 each	-	6	As normal.

BLACK MARKET.

ITEM	COST(BUY)	COST(SELL)	STOCK	SPECIAL RULES
Blade Venom	250(D3)	-	9	May be doused on any bladed weapon and will last for an entire combat. Each time you hit it will inflict an extra Wound.
Lock Tools	200	75	8	As Dwarf Guildmasters.
Flash Powder	75(D3)	-	9	As Dwarf Guildmasters.
Healing Potion	150(D3)	-	7	As Wizard's Guild.
Disguise	200	10	6	May re-roll any dice rolls of 1 when there is a chance he could be spotted by the authorities.
Dagger Sleeve	150	-	6	As Wizard's Guild.
Repeating Crossbow	1250	300	11	Strength 4 may fire two shots per round. Otherwise it is treated as a normal Crossbow.
Leather Gauntlets	500	25	8	Used to block or punch each turn. Punch gives +1 attack at +1 Strength but -1 to hit. Block reduces enemy hit rolls by -1.
Steel Toe-caps	500	35	8	Additional kick attack at +1 Strength but -1 to hit.
Throwing Daggers	75 each	20	6	As normal.
Padded Coat	450 each	50	9	May be worn in addition to armour. Can deflect a blow on a 5+, once each turn.
Fangsword	650	70	10	Ignores armour and adds +1 Wound to damage rolls.



Taking on the shambling hordes of Undead

TRAINING

The Outlaw trains at the Outlaw Trading Post with an illegal trainer. The training consists of talks with other various criminals who pass on their knowledge and 'tricks of the trade'. It also comprises of a great deal of gruelling physical training, much like an initiation ceremony, whereby the Outlaw must participate in vicious street skirmishes with other outlaw factions or subdue a particularly brutish underworld opponent.

In all cases, training takes a whole week and the Outlaw must pay an amount of gold to go up a level as per normal training.

•OUTLAW SKILLS•

Any skills the Outlaw gains are rolled up on the table below with 2D6.

2 Cut Throat

You quickly seize your opponent, twisting him around into a fierce neck hold before drawing your dagger across his throat...

This skill may be used once per turn and replaces all of

the Outlaw's normal attacks. The Outlaw may lunge for a single warrior sized opponent and hold them in a neck grip. You must make a normal to hit roll but at -1 to hit. If you are successful roll a D6 and add +1 for your dagger. If you can beat the monster's Toughness they are killed instantly in a rather cold-blooded and grim display of skill. Otherwise they break free and may attack as normal. This skill has no effect upon Daemons or the Undead (this attack may not be used in conjunction with a Deathblow).

3 Dirty Blow

You have learnt several low down tricks which you can use to injure and disable an enemy.

Whenever you roll a natural 6 to hit you may add +2 to your Strength to represent the Outlaw landing a painful blow to a vulnerable area.

4 Gambler

Whether it's dice or cards you are the definitive gambling man, capable of

loosing any foppish noble's grip on his precious purse.

Whenever the Outlaw gambles, for whatever reason, he may add +1 to any dice rolls he makes.

5 Knife Thrower

You are like a blur as you unsheathe and throw your daggers in a single lightning movement.

The Outlaw may throw up to two daggers per attack each turn.

6 Throw Cloak

You engulf your opponent in the voluminous folds of your cloak while you attack in their confusion.

If the Outlaw wears a cloak he may throw it over a monster once each combat, before he attacks. If you can make a successful BS roll to hit you engulf your foe gaining +2 to hit rolls and reducing their attacks by -1. After the combat the cloak may be recovered.

7 Run

Given the desperation of your situation you summon hidden reserves of energy to speed your way.

This skill allows the Outlaw to attempt to increase his speed. Roll 1D6. If you score a 5 or 6 the Outlaw's move is doubled and he may not be pinned this turn.

This skill may be used once per turn.

8 Dodge

You quickly duck to the side and avoid the huge battle axe crashing towards you...

Whenever the Outlaw is hit he may attempt to Dodge

House Rules

The Outlaw's Move characteristic is given in his starting profile and remains at 4 throughout his Battle-Levels.
The Outlaw starts the game with the following two skills: *Sense Danger* and *Dashing Steel*.

•OUTLAW BATTLE-LEVEL TABLE•

Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	3	4+	3	1	3	1D6+6	4	1	1	3	0	3+
2	2000	Champion	3	4+	4	1	3	2D6+6	5	1	1	3	1	3+
3	4000	Champion	4	4+	3	1	3	3D6+6	5	2	2	3	2	3+
4	8000	Champion	4	4+	4	1	4	3D6+6	5	2	2	3	3	3+
5	12000	Hero	5	4+	4	2	4	4D6+6	5	3	3	4	4	2+
6	18000	Hero	5	4+	4	2	4	5D6+6	5	3	3	4	4	2+
7	24000	Hero	5	4+	4	2	4	5D6+6	6	3	4	4	5	2+
8	32000	Hero	6	4+	4	2	4	6D6+6	6	4	4	4	5	2+
9	45000	Lord	6	3+	4	3	4	6D6+6	6	4	4	4	6	2+
10	50000	Lord	6	2+	4	3	4	6D6+6	7	4	5	4	7	2+

the blow and avoid injury.
Roll 1D6. If you roll a 6 the Outlaw has avoided the blow and suffers no damage from the attack.

9 Short Cut

In your daring escapades you have learnt of many seldom trodden paths and short cuts.

Each time an *Uneventful Week* is rolled on the hazards table roll a D6. If you can roll a 5 or 6 you have found a cunning short cut and reduce the journey time by one week.

10 Lucky

Ducking down an alley at the last minute you make a lucky escape from the Watch, who are pursuing you.

For some reason the Outlaw is incredibly lucky. Whenever you enter a new dungeon or settlement you gain an extra D6 Luck Points which can only be spent in that location or that. Any unspent points are lost and must be discarded when you leave.

11 Barter

Your smooth talking nature and innate charm allow you to barter for a better deal with the traders.

Whenever the Outlaw visits a trader he may try and barter for one item that the trader has in stock. Roll 1D6. If you roll a 6 you may purchase the item for half its original cost.

12 Bare Knuckle Fighter

Years of a hard life on the streets has honed your unarmed combat skills to perfection. You can easily break a man's nose with a single well aimed punch.

At the start of any combat you may elect to bare knuckle fight in favour of using any weapons. Whilst bare knuckle fighting you may add your Strength to any attacks as normal, which are at -1 to Weapon Skill, but gain two extra attacks each turn and on a 6 to hit you have struck a particularly lethal blow, causing an extra D6 Wounds.

-SUITABLE MODELS-

Finding a suitable model for your Outlaw Warrior is really quite simple and what's more doesn't have to require any conversion work (although you can if you want, of course, you clipper-happy maniacs!).

Some of the Dogs of War Captains make excellent looking Outlaws. Roderigo Delmonte makes a good Highwayman or Pirate Outlaw, especially if you add a Slayer Pirate's pistol to his



Right, nick everything!

belt (these already come on a handy sprue). Maximillian Damark would be good as any Outlaw type and Vespero or any of his duellists would make great Masked Desperadoes or Cut Throats.

Of course, another choice could be Felix Jaeger (the Dwarf Special Character; I know, it sounds weird, but

he isn't actually a Dwarf) and he is my personal favourite and the model that I use to represent my Outlaw.

Whatever you decide upon there is plenty to choose from and I hope you have fun. May you always be one step ahead of the Watch and your treasure pile high!

'ARE THEY STILL BEHIND US?'

Grundius panted breathlessly, sweat glistening on his thick, black beard. His legs ached and he felt like he had run all the way to Aldorf from the World's Edge Mountains.

'I think so. They don't seem to want give up,' Erlick replied, sword slapping in its scabbard, a swift glance over the shoulder confirming his fears

It had all started in the Hungry Wolf, a fairly innocuous tavern in the centre of the market place. Grundius and Erlick had opted to wait at the drinking hole until their compatriots, Ulfgar, a broad-backed Barbarian who hailed from the frozen lands of Norsca and Druiak, an equally broad and thick-headed Pit Fighter, returned from their lessons at the fighting school. Everything was fine until the tavern door creaked lazily open and in strolled the Watch...

Two benchmen and a Sergeant, Erlick remembered them clearly as he dove around a corner, one hand firmly grasping Grundius's tunic, dragging the Dwarf after him. There was something even then that he didn't like about the guards. Grundius had commented on it.

'Untidy uniforms, the drunken louts,' he had said. Although he was a Dwarf, Grundius had served a commission in the Imperial Army and his thoughts about duty were straight-laced and severe.

The Watchmen had started throwing their weight around, the benchmen eager to impress their bloated Sergeant, demanding service and better ale. The poor wenchies didn't know where to put themselves. All the time Erlick had sat watching, his keen eyes never leaving the guards, his hand unflinching upon the hilt of his blade, with Grundius mumbling his remonstrations at their behaviour behind his tankard. Only when a particularly beautiful serving maid was being harassed by a lecherous guard did Erlick intervene.

'I think the lady wishes to be left alone,' Erlick had said politely, rising from his chair and crossing swiftly over to where the henchman was currently sprawled

'I'll be the judge of that,' the henchman slurred, struggling to his feet. The maid had seen her chance and disappeared back into the throng of now spellbound punters.

'Is that so?' Erlick said calmly, noting that the other henchman had risen from his chair and the Sergeant was scrutinising him carefully.

'Yeah, that's right,' the first henchmen, an ugly scar-faced brute, responded, his hand moving to his sword. Erlick reacted instantly.

'I don't think so, pig,' Erlick countered, a swift blow with the back of his hand sending the brute sprawling back into his chair.

'Oh no,' Grundius muttered, draining his tankard as he prepared for the inevitable. 'Miserable cur!' the second henchman cried out, a scrawny rat-like man, drawing his sword. Grundius saw the danger and quickly slid a foot stool along the tavern floor behind 'ratman's' feet. Erlick was glad of the assistance and with a well placed kick, sent the second henchmen careering backwards straight into a serving maid, who in turn crashed into several of the regulars, the tray of ale she was carrying drenching a handful of the tavern's occupants. That's when things went crazy.

Erlick recalled it all happening so fast, even as he fled through the alley, looking for the sign, painfully aware of the Watch still in pursuit. He remembered the Sergeant, who'd been transfixed by him as soon as he'd spoken, suddenly getting to his feet, realisation dawning on his podgy features, and crying out 'Stop him, that's the Scarlet Spider.' Something got broken in the distance, the sound of glass shattering merged with loud curses obscuring the Sergeant's desperate revelation. But by now it was too late. The bar had exploded into a full blown brawl and through all the ensuing carnage, Erlick and Grundius had managed to fight their way out.

Unfortunately so had the Sergeant and his men.

The shrieking din of whistles blaring in the distance brought Erlick back to the present, suddenly aware that he was running out of street and he still hadn't located the sign.

'By Grundius' beard, those Watchmen seem keen to get their hands on us,' Grundius panted, sweat now drenching his forehead. 'What did that Sergeant call you, the Scarlet Spider?'

'Yes, but I've never heard of that name,' Erlick answered distractedly, eyes scanning the walls for the sign.

'He's well known round these parts,' Grundius continued the ludicrous conversation, glancing back, seeing five more of the Watch had joined the pursuit. Any thoughts of fighting the guards in the narrow streets quickly diminished.

An outlaw swordsman, bit of a heartbreaker they say,' the Dwarf went on, relaying his local knowledge and hoping at the same time that Erlick had some plan to get them out of this.

'There!' Erlick cried suddenly, pointing to what appeared to Grundius to be nothing more than a bare wall with a black mark upon it. 'Follow me, bearding,' Erlick instructed, taking a last look behind him to confirm the guards weren't in eye shot. Satisfied, he made a final spurt to the bare wall and groping with his hands, found what he was looking for.

'Get over here and push, Dwarf,' Erlick groaned as he placed his shoulder against the wall and brought his weight to bear.

'Push that?' Grundius asked incredulously, the shouts of the guards growing louder, indicating their proximity. 'Have you gone mad manling? It's a blank wall.'

'Just trust me will you?' Erlick chafed, muscles straining as he pressed against the wall. Time was running out. In a few more moments the Watchmen would round the corner. They didn't stand a chance against eight guards. The sobering thought of the noose made Erlick redouble his efforts and the concealed door burst into the wall peaked open, revealing a tiny crack.

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Grundius couldn't believe his eyes as he saw the wall slowly edge open. Without further thought he threw himself against the doorway, which with the combined weight scraped open wide enough for them to edge through. Erlick was first to dive inside, quickly followed by Grundius. Hands moving by instinct, Erlick grasped hold of a wooden lever and yanked it down with what was left of his fading strength. The sound of mechanism whined dully beneath them as the door closed itself with a resonating clang.

Erlick listened intently, ear pressed against the door. He heard the barely suppressed curses of the Sergeant as he berated his benchmen. Smiling, he turned to face Grundius who appeared aghast in the half light of the dingy stairwell in which they found themselves.

'I noticed it the other day. Some thief used it to escape from the Watch. I saw him from across the alley,' Erlick explained. Grundius didn't look convinced. 'Obviously I decided to investigate and found a small black signature on the wall, the sign of a black eagle,' Erlick continued. 'Fortunate, don't you think?'

'Yes,' Grundius drawled, more relaxed but still unsure about Erlick's story. 'I think we'd better keep a low profile for a while,' the Dwarf advised. 'After all those guards seemed to really want to catch you.'

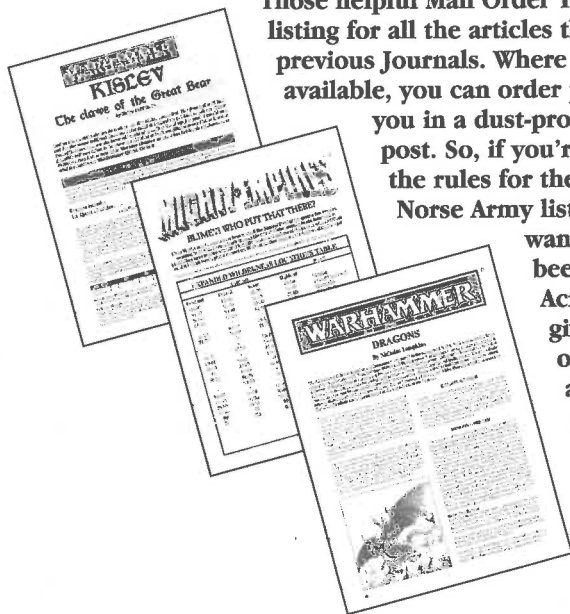
'Yes, strange that, them thinking I was some sort of notorious desperado,' Erlick mused, as he started up the stairwell. 'Must have been a case of mistaken identity,' he reasoned. 'Something of a heartbreaker, you say?' Erlick asked as he drew his collar up, concealing the mark below his right ear, a mark that resembled a scarlet spider.

From 'The Tales of the Scarlet Spider', by Orfeo

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Those helpful Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by first class post. So, if you're kicking yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you

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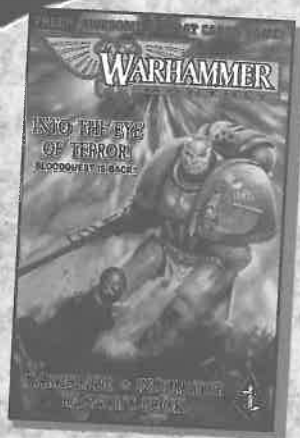
• WARHAMMER MONTHLY 17

The awesome, all-action comic set in the grim worlds of Warhammer and Warhammer 40,000

This month sees the long-awaited return of one of Warhammer Monthly's favourite stories, Bloodquest, by Gordon Rennie and Colin MacNeil. The end of Book One saw Captain Leonatos's nemesis Garshul the Destroyer revealed as a foul Chaos Daemon, who fled into the dread vortex known as the Eye of Terror still armed with the stolen Blade Encarmine. In Book II, Leonatos and his superhuman Blood Angels plunge into the Eye to confront whatever horrors await them and to restore their honour as Space Marines!

Also in this issue, Malus and Spite are lost in the Chaos Wastes. His sorcerous guide, The Orb of Malkin seems to offer Malus three bleak alternatives – death, death and death! Is this the end for the despicable Darkblade?

Next up we have a Dan Abnett and Simon Coleby double-bill, starting with another brilliant episode of Inquisitor. Inquisitors are rarely welcomed by any but the most devout, so Defay is most suspicious when he receives an unexpected invitation to purge a nobleman's household. Finally we have Ragnar's Rock, where a band of adventurers dare to explore an ancient, evil citadel, lured on by the promise of treasure.



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Behold, for the Redeemer cometh! You saw him in the pilot episode in Warhammer Monthly #16, now this awesome hero of the Redemption returns to scourge and purge his way through his very own amazing three part mini-series. Written by the legendary Pat Mills and Debbie Gallagher, with artwork by Wayne 'Slaine' Reynolds, this darkly humorous Necromunda comic is a riot of violent action from start to finish.

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OPERATION SALVATION

A daring new scenario for Warhammer 40,000

By Lorens Karaca

Hi, my name is Lorens Karaca, I was born in Kufstein in Austria but for the last twenty years have lived in Munich, Germany. I've studied art and field design at Polytechnic but at the present I'm unemployed.

I have been into wargaming for about seven years now and started out playing a mixture of roleplay and Heroquest. Later I graduated to such nostalgic delights as Tyranid Attack and Space Hulk, which finally culminated with my introduction to Warhammer 40,000.

I have painted four armies thus far: a

Space Marine Successor Chapter of the Space Wolves, the 'Wolves of the Emperor'; a Chaos Space Marine Chapter 'Brothers of Retaliation'; a Tyranid force; and an Eldar Craftworld host, 'The Dark Sorrow of Elendaar'. I just love to convert and paint miniatures, especially when I get to sculpt parts of the models.

Anyway, here's a scenario I played with my friends that utilises both the Necromunda terrain and the old Space Crusade floorplans. It was originally submitted in 2nd edition 40K but we've gone to the lengths of updating it for you!

Background

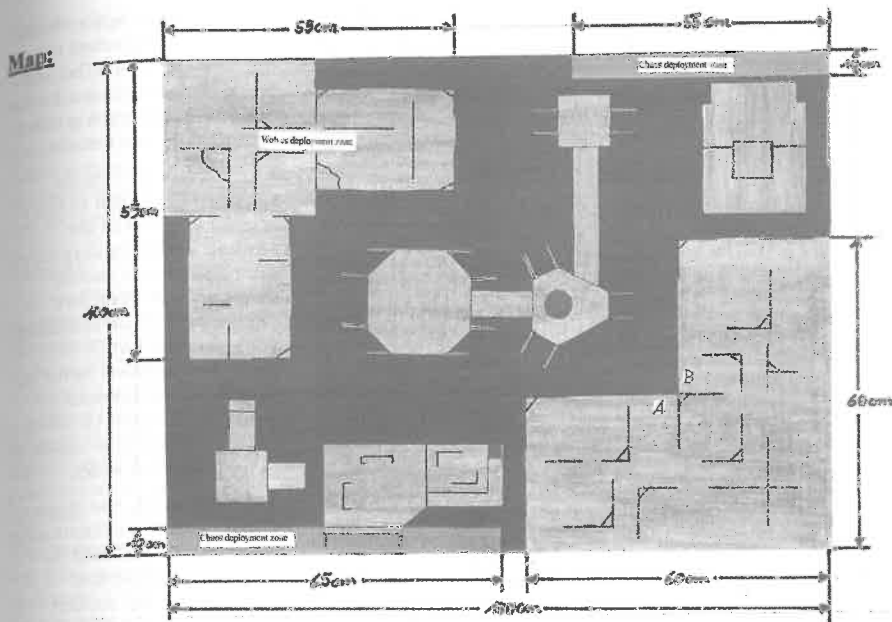
The Imperial Governor of the Hive world Asedor, Elias An'Therosed, is under a bit of pressure! His palace in the Hive, Arden Prime, will soon be overrun. In a daring lightning attack, squads of the Brothers of Retaliation Chaos Space Marines in concert with a powerful Chaos Cult have infiltrated the planet's defenses and swiftly taken all of the principle military installations. Over half of the Planetary Defence Force were found to be traitors and assisted the powers of Chaos in their easy victory. Governor Elias is preparing for a last stand with his few remaining



loyal troops, but it is not to be this way. The Space Wolf Battle Barge 'Pride of Fenris' picked up the psychic distress call given out by Asedor's Astropath before the planet's signals were completely jammed. The Space Wolf Commander knew that a direct assault would be costly and unlikely to achieve success; what he needed was intelligence on the situation. Who better than the Imperial Governor to provide the

Wolves with the information that they needed to strike the Chaos forces where it counted and would most ensure total victory without the loss of too many Battle Brothers?

A small, crack rescue-team of Space Wolf Terminators supported by a few squads of Tactical Marines and Scouts teleported into the Governor's palace, locating the Governor easily from the signature given off by his transmission implant. This did not go entirely unnoticed by the enraged Chaos Marines, who immediately jammed the teleport signal and effectively marooned the Space Wolves,



(All maps and illustrations by the author)

Note: We use centimetres to measure the distances. To simplify the conversions we doubled all inch data to centimetres (for example: 4" = 8cm).

leaving them to their doom. The Marines on the Pride of Fenris couldn't simply send a couple of Thunderhawk gunships to collect them because the planet's orbital defenses were now in the hands of the Brothers of Retaliation.

Together with the remaining Adeptus Arbites and loyal Imperial Guardsmen, the Space Wolves fought back the first few assault waves but they knew that they could not hold out much longer. The Governor told the Space Wolves of a prototype escape pod that was housed at the top of the Hive-Spire which (if it worked!) was invisible to sensors and could therefore take them (well some of them!) to the Pride of Fenris and safety. All they had to do

was get to it before the Chaos forces broke through the faltering Imperial lines. Shrouded by the adamantium wall of Space Wolf Terminators, Governor Elias was escorted through the shattered palace to where the escape pod was housed, just as the ravaging hordes of Chaos overwhelmed the last of the Imperial defenders, it was now a race against time to achieve salvation.

Scenario Type

This is similar in most respects to the *Ambush* Mission from the Raids Scenarios section (page 150 main rulebook) with a few variations. The Chaos Space Marines are the attackers and the Space Wolves the defenders in this scenario.

Terrain

The battle takes place in the ruins of the Governor's shattered palace. We used all of the Necromunda buildings, all of our 40K terrain and some other stuff we found lying around to create an interesting battlefield. We found that the prevalence of cover and limited line-of-sight would offer up many tactical dilemmas for the players.

Imperial Forces

- The Space Wolves have a 1500pt of Space Marines at their disposal (they must include at least 1 Squad of Terminators).
- This force must include the Imperial Governor Elias An'Therosod (use an Imperial Guard Colonel).



Turn 1: The Chaos noose begins to tighten...

Chaos Forces

- The Brothers of Retaliation have 2000pts of Chaos Space Marines at their disposal.

Deployment

Unlike the set deployment in the *Ambush* mission, the deployment of forces for this mission are indicated on the map.

Scenario Special Rules

This scenario uses the *Hidden Set-up*, *Random Game Length* and *Reserves* scenario special rules.

- Because of the lay-out of the terrain the defenders do not have to deploy in column but may deploy normally.
- The defender's exit points are marked on the map as points 'A' and 'B'.

Mission Objectives

The attackers must kill the Imperial Governor, Elias An'Therosed and if they manage to do so they will win an immediate victory.

The defenders must ensure that they get the Imperial Governor safely to the escape pod and sanctuary, this is achieved if they get him to either exit point 'A' or 'B' on the map. If they manage to do so they win immediately.

If neither player succeeds in their primary objective then use the standard Victory points system.

Historians Report

Turn 1:

With howls of depraved pleasure the Chaos Veteran Squad charged the Space Wolf Honour Guard that was led by Force Commander Rakhim. Sister Neremor, exalted Champion of Chaos, (*half of Lorens's Brothers of Retaliation have girl's names and are actually strange, Chaos hermaphrodites – just don't ask! – Ed*) advanced in front of a surprised Space Wolf tactical pack. The rest of the Chaos Marine tactical squads moved into better firing positions.

The 2nd Chaos Space Marine veteran squad opened fire on the Honour Guard and one Space Wolf Terminator hit the ferrocrete with gaping holes torn through his armour.

A Chaos Marine Veteran somehow managed to slay a second member of the Honour Guard (unfortunately the one with the assault cannon!) with his trusty chainsword whilst assaulting (one hell of a hit!!!). With their consolidation move the Chaos Marine veterans managed to reach Governor Elias, who was now rapidly getting into hot water.

After this attack, the Honour Guard and Force Commander Rakhim *Fell Back* and regrouped shocked and surprised by the sudden intensity of the attack.

Turn 2:

The 1st Space Wolf Tactical pack 'Olaf' and the 1st Assault Squad 'Loki' assaulted the Chaos Space Marine veterans led by the terribly kinky Sister Salid who were bearing down upon the hapless Governor. The rest of the Wolves moved themselves into better positions.

The 2nd Space Wolf Tactical pack 'Magnus' blazed away with their Bolters on Rapid Fire and a single member of the 3rd Chaos Marine Veteran squad hit the deck. Desperate to win back a little lost dignity, Rakhim ordered the Space Wolf Honour Guard to open fire on the 4th Chaos Space Marine Veteran Squad and two tainted Space Marines exploded in a shower of red gore!

In close combat two Wolf Brothers from Tactical pack

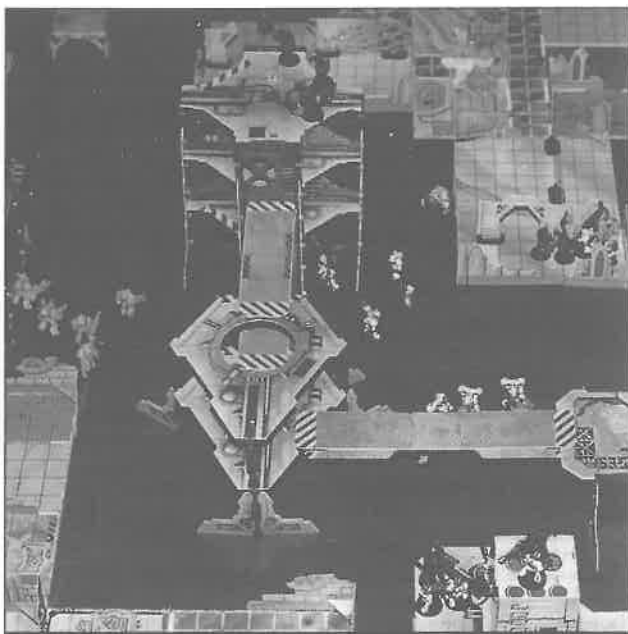
Olaf were ripped apart by a maniacally laughing Sister Neremor. Assault Squad Loki were more successful, however and chopped down three Chaos Space Marine Veterans managing to save the Governor from a very painful and imminent death.

Turn 3:

The remaining Chaos Marine from the now annihilated 4th Tactical squad threw caution to the winds and in a bid to revenge his comrades charged screaming headlong into Space Wolf pack Olaf supported by the awesome powerhouse of Sister Neremor.

With Bolters blazing all over, it was quite miraculous that no Marines had fallen to enemy fire this turn so far. Then the Daughters of Malendan, Terminators, emptied their magazines into Wolf Squad Magnus killing four Wolves and halving the squad's fighting strength in an instant.

Three more Wolf Brothers were mown down by the Chaos Marines who had taken up positions on the buildings. Force Commander Rakhim was buffeted by the impact from a meltagun but was



Turn 1: The Chaos Marines take the high-ground

saved from being reduced to a bubbling pool of goo by his *Iron Halo*.

Turn 3:

The Space Wolf Honour Guard decide that they really have to stop the murderous onslaught of Sister Neremor and charge her. Commander Rakhim made his way to the Governor

in an attempt to personally ensure his safety. All around Space Wolves and Chaos Marines become embroiled in close combat.

Imperial Governor Elias managed to reach the heavily armoured blast doors to the escape pod chamber accompanied by the rest of Assault Squad Loki (a whole three brothers). Wolf Priest Verodan and the Black Wolves Assault Squad tried to position themselves to give the fugitives some covering fire.

In the murderous close combat that followed about an equal number fell from both sides with no quarter asked or given. The bitter struggle continued between the Honour Guard and tactical pack 1 against Sister Neremor and the last Veteran. The Veteran and a Wolf died.



Turn 2: Assault Squad Loki take on the Terminators

Turn 4:

A plasma missile fired from one of the Chaos Space Marines hit Governor Elias but miraculously he came away from the blazing inferno unscathed! Sister Ajan and the Daughters of Malendan (Chaos Terminators) joined the fray by firing into the Black Wolves Assault Squad, but they only managed to kill one of them.

Sister Neremor cut a bloody swathe through Tactical Squad Olaf slaying another brother and hacked down one more Honour Guard Terminator.

Turn 5:

The Black Wolves led by Wolf Priest Verodan charged in a howling frenzy into their hated foes Sister Ajan and the Daughters of Malendan putting themselves between Governor Elias and his enemies.

The remaining wolf of Tactical pack Magnus still managed to contribute to the battle, gunning down one of the Chaos Marine Veterans with some careful sniping.

The last remaining Wolf



Turn 7: Wolf Brothers attempt to save the Governor

Brother of close combat pack 1 crush the last Daughter of unit 2. Then the last Wolf of the Honour Guard died a rather horrible death as Sister Neremor scythed him in two!

Turn 6:

A Chaos Marine heavy bolter spoke its litany of death and two Wolf Brethren of Assault Squad Baldir died in a hail of high calibre explosive bolts. The last brother of Assault Squad Magnus fried in a plasma ball courtesy of a Chaos Marine Veteran.

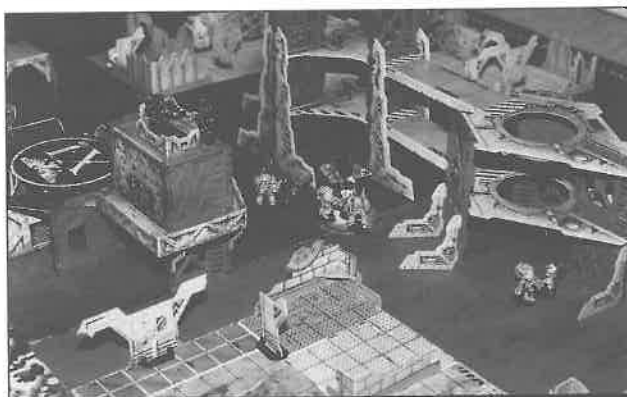
Governor Elias now found himself just barely yards from the armoured doors to the escape pod chamber, but completely on his own and exposed in the open with gunfire chattering all around.

The vicious close combat between Sister Ajan's Daughters and the Black Wolves resulted in death and carnage to both sides without quarter being asked or given.

Turn 7:

The two remaining Wolf Brothers of Assault Squad Loki threw themselves at Sister Salid in an effort to protect the Governor but she cut them down like mere children. The Black Wolves were still embroiled in the bloody fight with the Daughters.

In the aftermath of the bitter hand-to-hand fighting all of the Black Wolves lay upon the ground broken and bleeding apart from the venerable Wolf Priest who, wounded unto death, knelt within the slowly closing circle of the cackling Sister Ajan and her daughters.



Turn 7: The Wolf Priest, Verodan, goes out in style!

The Wolf's last act was to activate his Melta Bomb.

The ensuing blast wiped out Sister Ajan and the last of her daughters.

Turn 8:

An enraged Sister Salid charged Governor Elias, his death would bring her much power. Victory was just in sight now for the forces of Chaos but, incredibly, despite her martial prowess she failed to kill him.

The honourable hero Rakhim attempted to redress the rapidly disintegrating situation and charged Sister Salid hitting her twice in close combat but failing to do her any damage. So near for the Space Wolves, but time had run out and the Chaos forces cut the power to the spire stranding the Imperial Governor and his brave but doomed Space Wolf escort...

Conclusions

Space Wolves:



My Wolves lost this battle, because a lot went wrong. The loss of my Terminator with assault cannon in the first turn from a hit from a chainsword, was not only incredible but most annoying. With his follow up move the same Chaos Marine Veteran also



Turn 8: Chaos forces prevent the Governor's escape

managed to hinder the Governor's chances to run away.

Unfortunately, this was all bad luck and you can do nothing about it. Far worse was my big mistake in the fifth turn. I charged sister Salid with my two remaining Wolves from Assault Squad Loki. In the following hand-to-hand combat they were killed in seconds and then Sister Salid assaulted the Governor in her next turn and pinned him, preventing his escape.

This failure cost me the victory. Instead of charging her I should have placed my Marines like a shield in front of the Governor to prevent her assaulting him.

But, what shall I say, mistakes do happen from time to time and you have to learn from them.

Chaos:

A crushing victory! But one thing bothered me, I didn't quite manage to kill the Governor. In the final turn I had a really good chance to slay him with Sister Salid, but

she would have still needed a bit of luck to cause three Wounds to kill Governor Elias.

I do have to say that the Wolves made a good job, but paid a high price to save the life of the Governor.



OVERWATCH!

We take a trip to Coventry to check out the Outer Limits games club and find it an efficient and exciting place to be (nothing like the Journal Bunker then...)

DATAFAX

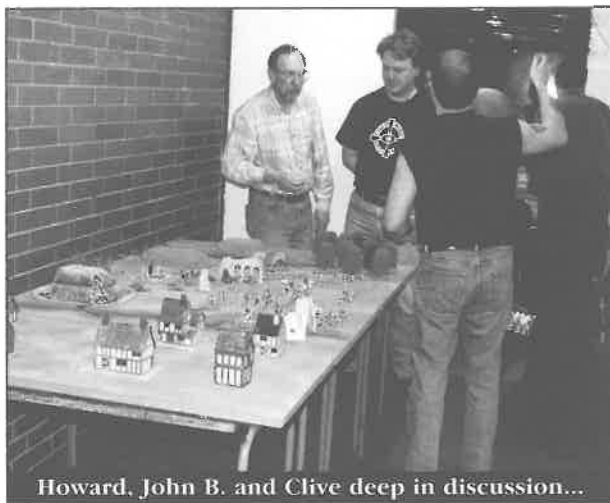
OUTER LIMITS GAMES CLUB

- LOCATION:** Canley Family centre, Glebe Close, Canley, Coventry
- TIMES:** 7.00 to 10.00 pm, Wednesdays.
- AGE LIMITS:** None.
- FEES:** £1.50 per session.
- GAMES PLAYED:** Warhammer, 40K, Necromunda, Epic, Blood Bowl, Space Hulk and various role-playing games.
- FACILITIES:**
- 3D battle boards.
 - Necromunda scenery readily available.
 - Plenty of terrain available for use.
 - Ample free parking.
 - Painting tables.
 - Refreshments.
 - Storage facilities available.
- ATTENDANCE:** Up to thirty members (average 15-20 per session).
- CONTACT:** Clive Marshall (01203 468317)

ORIGINS

It all started about ten or eleven years ago when I (John Marshall, Club Treasurer) and my two brothers, Clive and Paul decided to start a 40K campaign. We played every Tuesday evening and alternated between our houses. After a while, Clive and I thought about starting a gaming group somewhere that could take larger numbers of people than our dining rooms. We made enquiries at the local school and community college about availability of rooms or classrooms and were told we could hire a classroom for a standard hourly fee. We made a booking for the following month, to use a classroom for one hour. Right, all we needed to do now was to find some gamers. At that time in Coventry there was no Games Workshop store and so we put adverts in model shops, paper shops, etc., saying there would be a meeting at the school in a month's time. This meeting was to gauge reaction for the creation of a club. We needed at that time (costs have increased over the years) ten people paying a pound each in order to hire a room for three hours. We crossed our fingers and waited.

On the night of the meeting we arrived at the school early, armed with details of things that the gamers (if they turned up) would want to know. How much was the club going to cost them? What would it give them in the way of facilities, etc.? At seven o'clock, the allotted time for the meeting



Howard, John B. and Clive deep in discussion...

we waited, watching the door. At a quarter past, no one had arrived, and we were beginning to think we had wasted our time, but then a group of four or five blokes came in, looking mighty dubious in the Homo Sapiens stakes. These people, it turned out, were to become the backbone of the Outer Limits Games Club over the years. Mad Malc, Gary the punk, 'H', Ray the biker and Jump Pack John helped to provide the impetus to get the club up and running, and all but Ray the biker (who has moved on to pastures new) still turn up every Wednesday (*this lot sound more like lackeys of the Krays than gamers to me!* - Ed). All in all we had twenty people arrive at the meeting and all of them were mad keen to get the club up and running and so the next day Clive booked our first slot of ten club sessions and we have never looked back. All this occurred in the autumn of 1990. By the way, the club is named after the American television series of the same name, decided upon in the bar after a club evening because it suited the sci-fi and fantasy wargaming aspirations of club members.

We never had much scenery to start with for our battles, other than what people had personally, but over the years we have made and purchased boxes of buildings, hills, hedges and trees. We can now boast enough battle boards to lay out six 6 x 4 foot tables (some in 3D with rivers and ravines cut through them) for 40K or Warhammer three purpose built Necromunda tables and enough scenery to populate them all with plenty of cover. With all this scenery



Some Bretonnian Knights painted by Mark

to carry about and store, Clive and I have run out of room at our houses and so we have decided to look for another venue, one that can provide safe storage facilities. So, after nearly eight years at Alderman Callow School and Community College we have moved to another venue nearby, where we can store all our scenery and gaming boards.

Before our first Town and Country Festival appearance in 1992, Clive designed a club logo which we incorporated on t-shirts and lapel badges we had made up. In fact, we

have re-ordered the tee shirts three or four times over the years as new and old members still require them.

GAMING

40K remains perennially popular, as does Warhammer. We find however, that campaigns are the best way to play these games in a club environment. Our first 40K campaign, 'The Ganaflex Heresy', started before the club was formed. It was an individual Games Master type campaign whereby different GM's would devise their own linked scenarios encompassing the Ganaflex



Dwarf Troll Slayers know where the gaming is good!



One of the club's spectacular gaming tables...

System. In fact, all the battles and scenarios were later brought together into a story which we published in our 'Black Orc' newsletter over many issues.

Last year a huge campaign for Warhammer took place, formulated by Clive, with players gaining territory and adding to their armies according to the land they have captured. This proved popular, with people starting new armies (with lots of mail orders to Nottingham) and really getting into the spirit of the game. The gradual increasing of peoples armies through territory gains meant they could add and paint models as the campaign progressed and were not overwhelmed with the demands of collecting and painting lots of troops.

A 40K Planetary Campaign was started by myself earlier this year with the same kind of structure as the Warhammer Territories Campaign, where planetary gains enable Space Marine Chapters, Imperial Guard, Orks and Eldar to increase their forces according to their success on the battlefield (this system is now being updated to the new edition of 40K and we'll send

it in as soon as it has been done).



Troll Slayer biting-off more than he can chew!

Necromunda is played regularly and a free newspaper 'The Underhive Jive' was published to record gang triumphs and failures during the campaign. It was amazing how many characters became famous during the 'Hive Nemesis Campaign': Clive's gang leader Slyda, who left his gang to enter politics until an assassination attempt by Malc's Waste Knights made him think otherwise. Then there's the gang leader of the aforementioned Waste Knights, Ringer, who went

down in a hail of bullets from a squad of Space Marines from the Ultramarine Chapter, sent in to quell the gang warfare. There wasn't a dry eye in the club that night I can tell you.

The club now has its own futuristic wargame underway called, unsurprisingly, 'Outer Limits', which was developed by Clive and is based on earlier versions of 40K but also using house rules and some rules from other systems. This entirely new wargame will also use the same individual GM campaign

system we used in the Ganaflex Campaign described earlier. It has been a large project mapping the city states on the world of Coraan Prime, assimilating its weather systems and its flora and fauna, getting to grips with its politics and generating weapon charts and the like. This completely new world and plot line enables club members to have input into the various plots and rules, putting things into the game they want to see. It's an interesting project that is proving popular.

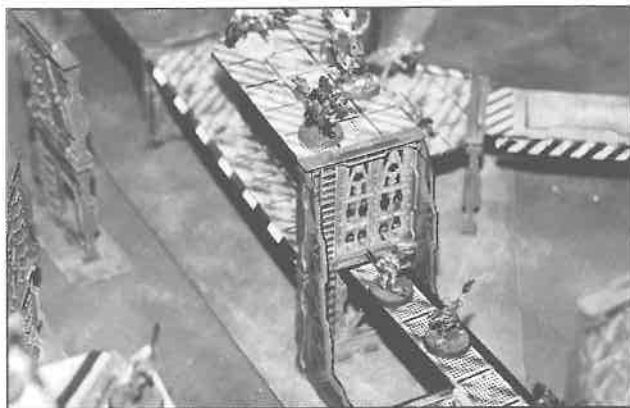
Alas, Epic is not played very often as most club members with armies haven't purchased the latest version of the game. The re-release of Blood Bowl is very strange – we have never stopped playing it since 4th edition first came out. In fact, we had a Blood Bowl final at one of the Town and Country Festivals. Space Hulk is still hugely popular and is guaranteed to draw a crowd of 'strategy experts' hell bent on giving the players sound advice.

AD&D is played every now and again (when Clive can get the time to GM a game, as they last many weeks), as is Star Fleet Battles, using our own Promotion Campaign, in which certificates are issued to players who manage to achieve a higher rank. A complicated but rewarding game based at the time of Captain James T. Kirk and the USS Enterprise (*surely it's illogical not to play the cracking new Battlefleet Gothic, Captain?* – Ed).

Clive positively encourages people to bring models along to paint and when they do not have a game booked with an



Clive's High Elf army go to war...



Some of the cool Necromunda terrain at the club



The Necron force available to use at the club

opponent this is what a lot of members do. The club boasts some very fine painters. There's Clive himself who got through to the finals of Golden Demon some years ago (I've got the Ultramarine Captain model in my army, so I'm happy!), but check out his Necro gang 'The Button Men'. There's also Dave H, and Mark Lewis, one of the best model painters Clive says, he has ever seen. Of course, there is Mad Malc who can paint an entire army in an evening – truly amazing!

MEMBERS

The club currently has about thirty names on its books, of which approximately fifteen to twenty turn up on a Wednesday evening. The ages of the members range from Scott, at sixteen, to Howard and myself who are 'old' men of fifty. However, the majority of the club members are in their late twenties. We also have a couple of lady (I use this term loosely of course!) members, which I should think is a little unusual in wargaming circles. The club is democratic in that the members decide how or if money is spent on models or scenery, although they have to ask me first (I'm the Treasurer), but Clive tends to organise most of the games and events and gets things moving. There is a regular free four page newsletter called 'Black Orc' compiled by myself, with contributions from the members (those who can write anyway).

EVENTS

We hold regular Games Days throughout the year where we hire a venue (with a bar preferably) for the day and set up some large scale games that people can take their time in playing. Lunch, like a fish and chip meal is provided by the club and a good time is had by all.

We normally have a competition during the games day for a specially painted figure or piece of scenery and a prize of a GW voucher is given to the winner.

We exhibited for a couple of years at the Town and Country Festival at Stoneleigh, where we set up some gaming tables with our best scenery and helped people learn how to play our hobby. It was always the dads who took the most interest until their wives or girlfriends dragged them away. We usually pick up some new members as well at these types of events. The club actually won five shields for

best exhibit in one of the years at Stoneleigh, although sadly they do not seem so keen on our type of exhibit any more.

Several of our club members are also into Live Roleplay and don their armour and swords for adventure weekends with a local group, several times a year. Trips to games conventions are popular with the club and, of course, Golden Demon usually drags them out for the day.

Running a club can be difficult. It usually comes down to two or three people running things and the rest turning up with their figures to play. The best thing about a club, however, is not the games, it is the people. The majority of our members are friends for life now and see one another outside of club days as well. And remember:

**Accept the challenge so
that you may feel the
exhilaration of victory.**

General George S. Patton



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WARWICK'S WORLD



This issue Warwick's been out and about bringing his own particular brand of strangeness to an unsuspecting world.

Warwick indulged his love of large tracked vehicles by spending the day at the Imperial Guard Armoured Trials and Development Unit in Bovington. Ian Pickstock



decided to go along just to ensure that old Wazza didn't try and make off with one of those very expensive Challenger II main battle tanks!

This month I forego the usual tank modelling stuff in favour of the real thing! What can I say? Ian and I enjoyed a top day out. So, big shout out to the Bovington massive! Cheers guys! Now over to Corporal Craig Lowe...

One bright morning an idea occurred to me and three months later my plans came to fruition. After many phone calls to Ian Pickstock, with conversations such as: 'Craig who?', 'Armoured Trials and what?' a plan was put together to bring the Citadel Journal team to the army's Armoured Trials and Development unit down in deepest, darkest Dorset.

However, the best laid plans of mice and men... On the Saturday of the visit the video projector went 'bang', the weather that we

had booked hadn't turned up as neither did all of our guests! (Eh, what? I wasn't drunk, honest, I was ill - Ed.) Still, with the very much undervalued talents of Ian Pickstock and Warwick Kinrade in attendance we continued. The full team from the A.T.D.U. swung into action. Major Pete Wilson gave an introductory brief on the unit and Bovington Garrison in general. Once refreshments had been consumed (we even provided choccie biscuits too!) the vehicles were open for the Journal guys to get frothing!

The Challenger Armoured Repair and Recovery Vehicle (C.R.A.R.R.V) was first with the eloquent skills of Lance Corporal 'Geordie' Braley giving the lads a full run down. Just about every conceivable system was covered, we even took



a few piccies of the guys assuming various crew positions. Then we moved on to the Challenger I, we covered the automotive systems, presented by myself. Lance Corporal Rob Libby then presented an exhaustive explanation on the weapons system and the turret in general.

At this point the cold was beginning to bite a bit so we brewed up once more. With time pressing we decided to move on to the Warrior 512 Recover and Repair vehicle. Geordie once again briefed the team, sparing no details. Then finally came the jewel in the crown of the army's armoured fighting might, the Challenger II newest main battle tank (I think this was probably when Warwick really



started drooling! – Ed). This was my particular area of expertise, so I moved into full technical mode covering everything that I could about this amazing vehicle in as much minute detail as possible in the time that we had left.

As a little final treat we laid out an array of weaponry for the guys to look at. This covered stuff from a World War I German K98 right up to the army's latest assault rifle and support weapon. The fellas couldn't resist having a bit of a play and making a few 'warry' poses, so photos had to be taken. We then took one final photograph of everyone in front of the Challenger II and then departed



Ian, looking a little put out by the size of his new office...



'Quit it with those negative waves' – Oddball Kinrade

swing (I must admit that my Kampfgruppe eventually swept all before them, probably because I had nothing to do with it).

With an offer to return at a later date and actually drive a Challenger II along with putting a few rounds through it, we bade farewell to the intrepid duo, though not before showing the videos at my house which impressed Ian and Warwick no end. As my last gesture I presented the founder member of Tread with a real life tank crewman's helmet. This will now mark him out from the rest! For those of you who are unaware of Tread, check out White Dwarf 204 page 55.

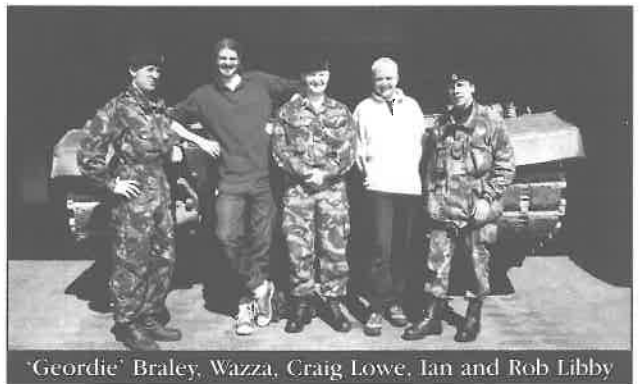
Cheers and I hope that a good time was had by all.

Craig

for a good nosh-up at the Stanley barracks canteen.

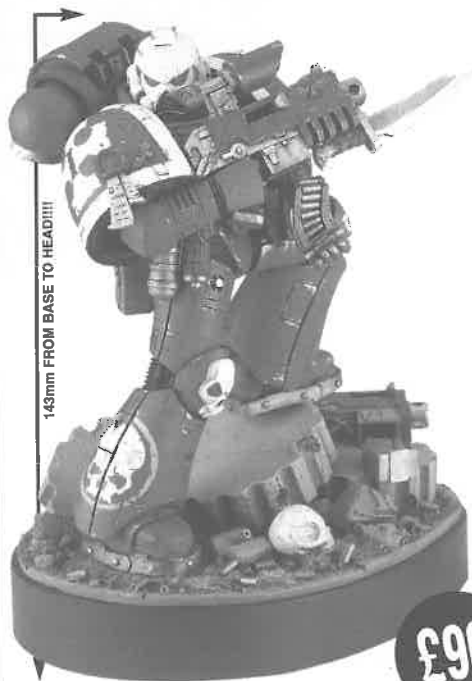
Following a quick chat over dinner we moved onto the Bovington Tank Museum; it was certainly turning into a very busy day. Some of the displays have been updated and improved and Ian and Warwick were totally dumbstruck as we entered the trenches of WWI. After a jam-packed two and a half hours we once more had to push on. The camera was clicking almost non-stop taking in such Behemoths as the WWII German panther, Royal or King Tiger and the Jagdtiger. The last venue that we had planned for the day was a trip to our local games club held at Bovington Middle School. Whilst

we were here the guys managed to observe a WWII wargame in full



'Geordie' Braley, Wazza, Craig Lowe, Ian and Rob Libby

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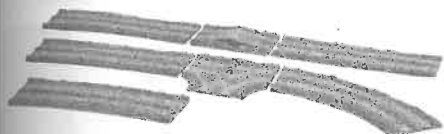
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CHIMERA VARIANTS

Models designed by Tony Cottrell, rules by Warwick Kinrade

The Armoured Might of the Imperial Guard

The Imperial Guard is unimaginably vast, and although necessity dictates that much of its equipment is standardised there are innumerable different patterns of vehicles, equipment and weapons. None of these vehicle variants are as common as the STC construct patterns of the Leman Russ, Chimera and Basilisk, but they are not unknown.

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The first of these kits was the Conqueror turret which we featured in Citadel Journal 32. This issue we bring you the Salamander Command Vehicle and Scout Vehicle. And what's more, you'll only find the rules for using them right here in the Journal!



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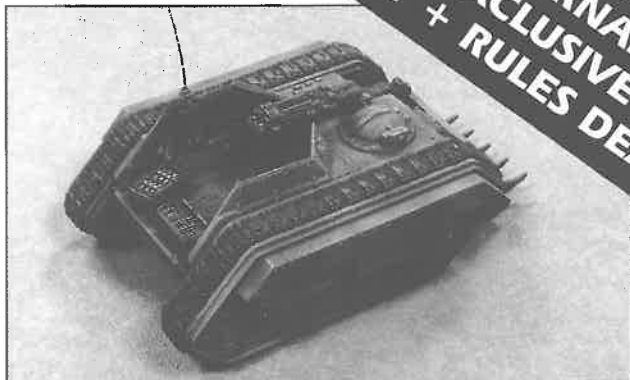
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A COMPLETE SALAMANDER COMMAND VEHICLE
(remember, you'll need the Basilisk tank kit separately as well)

HQ SALAMANDER COMMAND VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	Bs
Salamander	60	12	10	10	3

There are many variants on the
STC technology of the Chimera
chassis. A rugged flexible design
that Imperial Guard Commanders
have relied on for centuries, it
forms the basis of vehicles like the
Hellhound, Basilisk, Bombard and
Hydra. Some of these variants are
more common than others. The
Salamander is one such variation,
most commonly used to equip
Armoured Company command
sections, allowing them and their
Chimera-borne infantry to keep
up during an assault and support
the tanks.

Type: Tank, Open Topped **Crew:** Imperial Guard

Weapons: The Salamander is armed with a heavy flamer
and a hull mounted heavy bolter

Options: A Salamander may have a smoke launcher for
+3 points. It may also take any other vehicle upgrades
from the Imperial Guard Codex.

HQ: SALAMANDER COMMAND VEHICLE

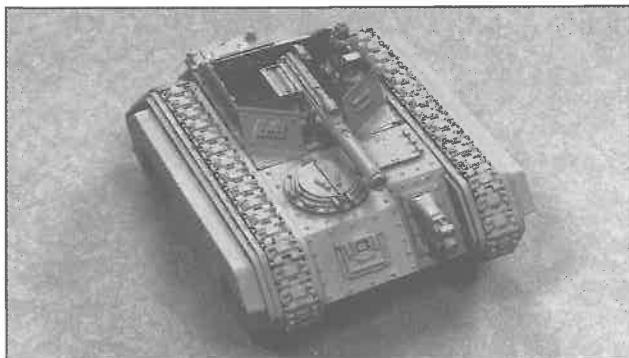
The Salamander Command Vehicle is a HQ choice for
Imperial Guard Armies.

If your Imperial Guard Army is a mechanised infantry
company then you may replace any Infantry Platoon
command sections and it's Chimera with a Salamander
instead.

SPECIAL RULES

Communications Vehicle: Because of its role as a command vehicle the Salamander includes advanced communication equipment. It counts as including a comm-link. This means that if the Salamander is in play then the Imperial Guard force can re-roll one reserves roll. Note: this only applies if the Salamander is already on the board, not if it is also in reserve.

In addition, if your army includes a Salamander then the Imperial Guard player may re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment. Note that this ability may only be used if playing a mission that allows the Imperial Guard player a preliminary bombardment in the first place.



A COMPLETE SALAMANDER SCOUT VEHICLE
(remember, you'll need the Basilisk tank kit separately as well)

SCENARIO IDEAS USING YOUR SALAMANDERS

Whilst Imperial Armour vehicles fit perfectly well into the current Imperial Guard Army Lists, they also offer gamers the chance to try some different scenarios. Why not play a game in which Imperial Guard Scout units must locate hidden enemy bunkers and then, using their comm-links, direct a Deathstrike missile onto the target?

Another reconnaissance mission could involve a fast

SALAMANDER SCOUT VEHICLE

	Points	Front Armour	Side Armour	Rear Armour	Bs
Salamander	80	12	10	10	3

Like the Command Vehicle the Salamander Scout Vehicle is another Chimera variant, most commonly used by Imperial Guard Armoured Companies. The Scout variant usually operates well forward of the main units, reconnoitring routes of advance, springing ambushes and locating enemy units.

Type: Tank, Open Topped **Crew:** Imperial Guard

Weapons: The Salamander is armed with an autocannon and a hull mounted heavy bolter.

Options: A Salamander may have a smoke launchers for +3 points. It may also take any other vehicle upgrades from the Imperial Guard Codex.

FAST ATTACK: SALAMANDER SCOUT VEHICLE

The Salamander Scout Vehicle is a Fast Attack choice for Imperial Guard Armies.

SPECIAL RULES

Overcharged Engines: *Because they operate so far in front of the main units the crews of Salamander Scout vehicles often overcharge the engines in order to make a swift escape should they encounter strong enemy forces. Imperial Commanders tend to overlook such breaches of regulations given the dangerous missions that lightly equipped scout units often have to perform.*

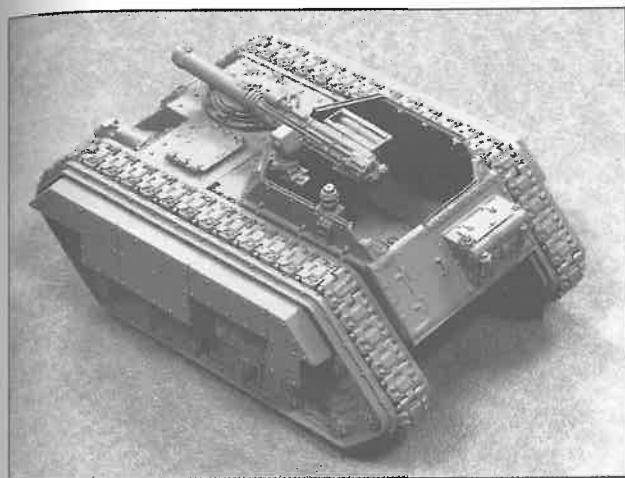
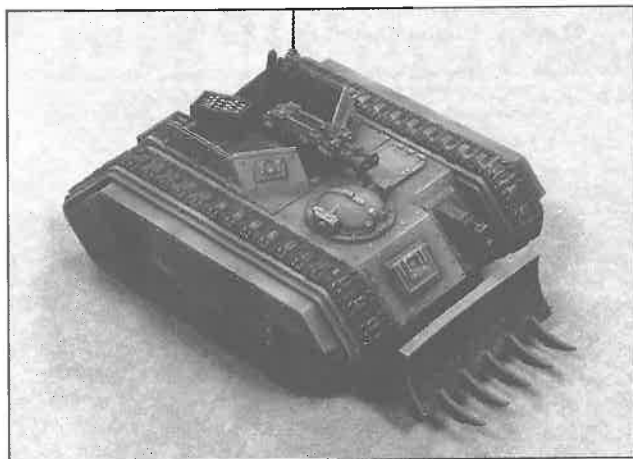
At the end of its move, the Salamander may attempt to go another 6". It must take a Difficult Ground test and if successful can be moved forward up to 6". A vehicle that uses its overcharged engines may not shoot in the same turn.

Communications Vehicle: *Because of its role as a scout vehicle the Salamander includes advanced communication equipment. It counts as including a com-link. This means that if the Salamander is in play then the Imperial Guard force can re-roll one reserves roll. Note: this only applies if the Salamander is already on the board, not if it is also in reserve.*

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moving unit of Scout vehicles escaping back to their own lines pursued by a much larger enemy force, or a game when the lightly equipped scout units must harass a much stronger enemy and survive for a set number of turns.

How about an elite enemy hit squad ambushing a Command vehicle or a commando force raiding an Imperial Guard command post, defended by a Command Section and it's Command vehicle, they could use their comm-link to desperately call for help.



(Top) Salamander Command vehicle, front view, showing heavy flamer and dozer blade.

(Bottom) Salamander Scout vehicle, rear view, showing crew compartment and autocannon breach mechanism.

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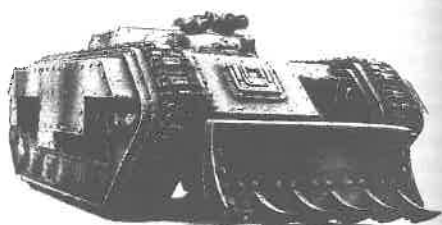
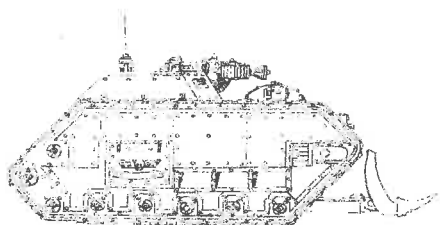
HANDY HINT...

Although the Salamander variants are based on the Chimera tank chassis, you can use the Basilisk tank kit more easily and save the Earthshaker cannon for when Imperial Armour release the ultra cool Earthshaker Cannon Platform from their forges (right).

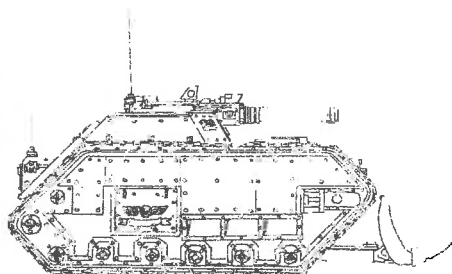
Keep an eye on the Journal for this spectacular new kit.



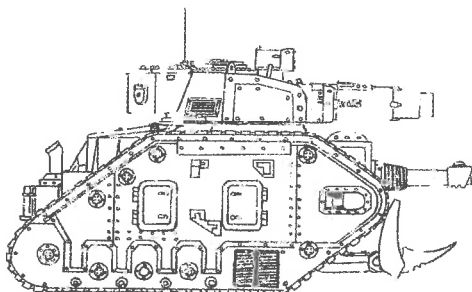
Coming soon to a Journal near you...



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BLOODQUEST



BLOODQUEST by Gordon Rennie & Colin MacNeil

Compiled from the pages of Warhammer Monthly comic, Bloodquest is the epic tale of Captain Leonatos and his exiled Space Marines. Scripted by Gordon Rennie and illustrated in classic British style by Colin MacNeil, this graphic novel collects the entire first book of Bloodquest, along with two introductory episodes and the story of Sergeant Cloten.

August • RRP: £6.50/\$9.95 • ISBN 1-84154-108-7

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Mailbag returns without a mention of the word 'beardy' ...

RETURN FIRE!

I thought that the first issue of Firepower was great. This issue mainly focused on Imperial stuff and I think it would be a good idea to have each issue focus on a specific race in Epic and maybe just a few pages covering the other armies.

— Paul Vencill, US

Well, that's an idea worth considering. Just keep your eyes open for the next issue of Firepower, out in August — Ed.

CHAOS IS FOR WIMPS

I use Wood Elves in Warhammer for a variety of reasons. First off, I like the idea of a rebellious band of Elves staying behind to protect their beloved forest. Secondly, I like the look of them, I like the thick earthy tones and the pure simplicity of them. Finally, I also like being able to shoot from

painted his army except for one guy. His excuse is 'Don't have the time!'. Well, he has time to sit on his ass for hours on end, soooo... this brings me to my point: a great many Chaos generals only put together armies with extremely powerful units,

I thought that the first issue of Firepower was great...

as they are too lazy to use real tactics to win. A lot are too lazy to paint their armies as well. Beware anyone who does this with Chaos. As I said before, there are some Chaos Generals who are honourable, but those of you who are as I've described, shame on you! You are soiling and spoiling a great hobby.

— Jesse, 'The Angry Goat', US

There's a very simple way of dealing with these kinds of gamers, Jesse — don't play 'em! — Ed.

White Dwarf 225. Needless to say, the first thought to cross my mind was, it's time to do another campaign.

WARHAMMER 40K — everything else is just a game. One of the gaming aids in the new 40k book is the inclusion of very in-depth articles on how to make your own campaign. So, by using the scenarios and placing them in a tree format for example, my squads

begin to take on a life of their own. Playing through a few campaigns like this develops not only a background, but heroes as well, thus fleshing out your army with special characters created through the process of battle experience ('coool').

Whenever I play a campaign, I see my force as just a small part of a much bigger battle. While they may be doing their part to achieve a local objective in the bigger picture of warfare, at

own history, but there is still an element missing...

BATTLEFLEET GOTHIC. I have had a go at the Battlefleet Gothic rules a few times and can see

some ideas that would work with these rules, but I haven't had much chance to put them on paper, much less try them out. I did come up with an interesting campaign idea for Epic, Battlefleet Gothic and 40k. It works like this:

Take some circles of card stock and write down a planet name and type, assign a garrison point value, resources value — which should be no less than 50 and no greater than about 300. Players interested in this idea should feel free to experiment. Next, create a mini-tree campaign using either game system or both together and write it on your card circle. When this is done, take the circles and lay them on a table where they can remain for a

arrive. This is because the players are considered to be making a warp jump and so must complete the jump before changing direction. Once the player arrives they may attempt to conquer the planet if it's hostile, or draw resources if it's friendly. Several campaign ideas can be created from this, one would be the reconquest of neutral space, in which all the players try to grab up as many planets as they can fighting against a neutral gamemaster who controls all the Planetary Defence Forces. Another campaign might see all the planets belonging to an Imperial player whose Space Marine fleet is patrolling the sector and dealing with any threat that might pop up. Still, another could be a Black Crusade, or a Tyranid Hive fleet and destroying worlds.

This campaign uses battle attrition so your force might not always be fighting trim. In Epic, any

them. Finally, I also like being able to shoot from

kinds of gamers, Jesse - don't play, em! - Fid.

30" away. I like being able to run through forests without penalty, and I like being able to jump over an enemy group and attack from behind.

I can't understand why no one else would want to be them. My friend wanted me to be Chaos, so I told him Chaos is for weenies who NEED big, powerful guys to win.

Behold, my limited viewpoint ready to shove in your face. Chaos is for weenies! I know, I am gonna get a ton of hate mail for this, and I know that there are some honourable Chaos

generals out there, but it just had to be said. I mean, I know a kid who has a Chaos army with nothing but Daemons, and he has Daemons of Khorne, Tzeentch and Nurgle! He refuses to play with the *animosity* rule saying: 'It's for wimps' and he refuses to acknowledge the hatred between Tzeentch and Khorne. He also hasn't

conquered the city. at picture of warfare. at

liberated, or the planet conquered. This is where Epic 40k comes in.

Epic 40k - the big picture gets a little bigger. When I created my Space Marine Chapter the first thing I did was build the first force in Epic scale. Epic helped to provide the organisation for my Chapter and as you might imagine gave me some idea of how to approach my selections in 40k as well. A string of Epic campaigns were put together, and suddenly my Chapter was not only fighting battles, it was fighting full-scale wars.

Mixing Epic scenarios with 40k scenarios is a good way to put together a narrative campaign.

Picking your scenarios carefully, you can reconstruct the conquest of an entire planet, from the planetary assault, to the sabotage mission that knocked out the enemies fuel supply, etc. Together, these two games allow the player to write his

fighting trim. In Epic, any

completely destroyed or reduced to less than 25% of its original size in a single battle is declared a total loss and its points value is removed from the army total. Any detachment reduced by half but has at least 25% of its original size loses half its points total for the army it belongs to.

40k is a little simpler to explain: at the end of each game in the campaign, whatever you gave up as victory points from your army comes off your army total. Gaining back your army points, if you occupy a planet under your control each turn you remain there

you gain that planet's resource points and may add it to your army total. Oh well, like I said it's just an idea. For my club, it's been fun so far so try it out, you may even think of some stuff I didn't.

- Pete Loukos, California

Chaos is for WEENIES who need big, powerful guys to win.

Then assign each player a marker, a model space ship or other device and assign a campaign point total for each of the players' armies. I recommend at least 3000 points per player because as you move from planet to planet and fight battles you will begin to incur losses. (Ain't war swell!)

Once all this is done, each player should deploy on a table edge, secretly write down a destination and begin moving toward that planetary system by the shortest route moving 15cm per turn until they arrive. Once all the players begin to move, all players must declare their destination, and may not change course until they

Mailbag

e-mail us with your opinions to:

journal@games-workshop.co.uk

Write in with your opinions to:

The Citadel Journal is the best thing since the MkIII bolter!

— **Matt Knapton,**
Gateshead

LET THE GANG WAR CONTINUE

I came across your publication (Gang War) only recently, it was hidden behind some other magazines and I purchased it immediately. I hope that I am not too late in putting my support in for Gang War (*it's never too late, pal* — Ed).

Other than a web site, this nifty publication is ideal for Necromunda gamers to air their opinions and put forward concepts geared toward enhancing the game. I found this initial effort very good. While I'm not enthralled with the bikers, I found the Ash Nomads and scenarios to be very interesting.

I think my problem with the bikes is that they

Gang, the Blacklegs, will continue their struggle in the world of the hive...

— **Bob Paschen,**
Montgomery, US

Well, Bob Gang War II is already on release and Gang War III should be out in July. Oh and if you want to send in the 'Blacklegs' for the Outlaw Trading Post, we'd be more than happy to feature them — Ed.

IS NEW BETTER?

I've been playing GW games for over 10 years now and have managed to collect a large amount of gaming material.

During this period, I've witnessed the transformation of GW's most popular games from largely complex games into relatively 'easy-to-play' games.

I don't mean that these games have devolved into something that even the most moronic Troll can comprehend (no

Mailbag

changed little during the evolution from the 1st until the 5th edition (although some people claim that 5th edition is nothing but a cheap copy of the 4th edition rules!) I must admit that the last set of rules have considerably sped up playing time and have put more emphasis on tactics and less on magic and super item/hero combinations. Which brings me to the reason I write this letter.

The new version of 40k has changed dramatically. This seems to have offended a large number of people (just look on the internet and you'll find sites dedicated to whining about the 3rd edition rules). My personal opinion is that this set of rules is almost perfect (no I'm not an employee of GW, nor do they pay me to say this). With the basic rules and three complete codexes out it's clear that GW has taken a very different approach to this game.

become too simple to be of any interest. Well, the new rules are far from simple, they just allow less exorbitant army selections and emphasise troops rather than superheroes.

The new version of Warhammer 40,000 has changed quite dramatically...

That said, I don't declare 2nd edition dead just yet. What 2nd edition and the associated spin-offs are perfect for is skirmish level gaming. So, if you have a large Eldar army make up rules for a skirmish game in which a small group of Scouts are sent on a highly secretive mission. Make up a skirmish scenario in which small groups of Imperial Guard are set down on a deathworld to fight Tyrannids or in a hiveworld against Chaos Cultists (you can make special rules for terrain and hidden movement

The Journal Bunker: Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

minis. I am an avid collector/worshipper of a Chaos Khorne army and as I don't have any special characters, I merrily trotted down to the Preston store and bought Ergrimur Van Horstman (the guy on the double-headed Dragon). I then went back home, tore off the shrink wrap and gazed in awe at all the lovely, untouched parts. I then attempted to glue it together but it wasn't having any of it! Eventually I hit upon the notion of pinning it together — bingo, it worked. Then I ran off to Italy for a week and my mum dropped my vile two-headed, fire-breathing monstrosity (eek!).

It smashed into little bits and I had to re-pin every little join. Now can you guys twist someone's arm or something's tentacle and get more things made in plastic please (so that they're like the *placcie Land*

seem to conflict with my
impressions of the Hive:
heavily congested with
no real thoroughfares of
any length. A biker just
couldn't get up enough
speed to enjoy his iron
horse. However, I can
envision varieties of
prime movers: Squat
vehicles that carry heavy
loads of commerce,
refuse etc. Four or even
six wheeled trans-
portation of low to
medium speeds, adapted
to the cramped confines
of the hive interior. I can
even see some limited
form of rail system as an
extension of the tubes
that would connect the
hives themselves. Small
sturdy engines pulling or
pushing a number of cars
to collection points
where the Guilders then
distribute the materials
to smaller sites by hive
vehicles and then on to
trading posts. Well, that's
enough of that.

I will be anxiously
awaiting the next issue of
Gang War. In the
meantime my Escher

offensive to these hard-
working Mail Order
Trolls) but games that
put the emphasis more
on playing and having
fun.

**This nifty
publication is ideal
for Necromunda
gamers....**

Anybody who remembers
the 1st edition of 40K (or
more correctly Rogue
Trader) will be familiar
with the generation table
for a Marine squad or an
Imperial Assassin. Those
lucky enough to have a
copy of the original
Realms of Chaos books
will undoubtedly
remember the numerous
Chaos Attributes that
could be rolled before a
battle even started. Now
the pre-battle sequence
is drastically reduced in
time and concentrates
mostly on picking the
right tools for the job.

While the game
mechanics for
Warhammer have

second edition, although
better than 1st edition,
was a sort of stop gap
between a skirmish game
and a full scale battle
system. This is proved by
the spin-offs like
Necromunda and
Gorkamorka which are
both very good skirmish
games. Anyone who has
ever played a large battle
(5000+ points) using
2nd edition rules will
know just how long you
can spend over a single
turn, and that gets
tedious.

The latest edition of the
rules brings us a full
battle system which (as
any sensible mind will
understand) must force a
simplification in the
rules. This has
considerably sped up the
game and I've noticed
that players who were
experienced at 2nd
edition had no major
problems with the
transformation to the
new game. One off the
most common criticisms
against the new system is
that the game has

etc.). Machines can be on
assignment etc. The
possibilities are limitless.
For those who like to run
large campaigns, 3rd
edition fills the gap. Now
you can play very big
battles (Epic). Split these
into a set of medium
sized battles (40k). Then
go into super detail and
use 2nd edition for a
skirmish between small
groups.

In short, I don't see 3rd
edition as a replacement
for 2nd edition but more
a (much needed!) new
addition to the 40K
mythos to be used for
games on a scale that has
been missing from 2nd
edition

**- Ruud van der Graaff,
Holland**

MORE PLACIES
I would first like to thank
you for publishing such
an ace magazine, as it
has just about everything
in it. The real reason I
write is to COMPLAIN
about a few of the metal

speeds)

It takes me ages to buy
such things and I only
get three quid a week!
- Jordan Holt, Lancs
*Jordan, we are sorry to
hear about your Egrimm
Van Horstmann and
unfortunately things do
get broken. We are
coming along in leaps
and bounds with our
plastic miniatures but
sometimes figures are a
lot better when cast up
in metal because we can
make them so much
more detailed and give
them a lot of depth. My
advice is to keep your
stuff well away from the
Brood Mother as they
have a tendency to
move, tidy or whatever
unnecessary activity
they call it with our stuff
and cause all manner of
mayhem. What she can't
find, she can't break! -
Ed.*

Mailbag

e-mail us with your opinions to:

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Meet the people who design our games and miniatures and get a sneak preview of what's on the horizon at Games Workshop. Also meet the artists whose amazing work you see in Games Workshop games, books and White Dwarf magazine, with a selection of their original artwork.

•Warhammer World

Not only do we intend to bring the Siege of the Emperor's Palace, but we'll have our most impressive (and still secret!) Warhammer fantasy display yet. And the staff from Warhammer World will be there to tell you how the displays were made.

•Heavy Metal Painters

Pay a visit to any of our special modelling and painting areas, crewed by the best Games Workshop painters. They will be on hand all day to advise you.

•Retail Stand

Our enormous stand sells the entire range of Games Workshop products, including the very latest games and miniatures, and even a few pre-release surprises.

Club Demonstration Games



Mail Order & Retail Stands



•Mail Order Stand

The Mail Order Trolls will be there with crazy deals you can't afford to miss.

•The Black Library

Meet the writers and artists from Warhammer Monthly, Inferno! and the Citadel Journal. Also, we'll be featuring the latest Games Workshop computer games, displays from clubs all over the U.K., Imperial Armour and much more! Forgeworld will also be there - your opportunity to meet the designers of this awesome range of resin scenery and large scale figurines, and also the chance to get your hands on all the latest models.

Colossal Battle Displays



Games Day tickets are on sale now for £12. You can buy tickets from your local Games Workshop store or direct from Mail Order (0115 91 40000). We'll be running coaches from Games Workshop stores to Games Day. Get details and prices from your local store.

No tickets will be available on the day. Buy your Games Day ticket now to avoid missing the best day out this year!

GAMING CONTACTS

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue.

(Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!)

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue. (Bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

Whilst we are always more than happy to advertise your clubs, tournaments, conventions or help you find other gamers in your area, we have found that we only have a limited amount of space in which to print them. This, coupled with the fact that there are occasions when clubs disband (boo!) or split up and form a greater number of other clubs (hurrah!), means that we have no option but to rotate the clubs we cover in the Journal.

What this means is that those of you that wish to advertise in this small, but perfectly formed, publication will need to fill in the form below and send it in to us at the usual address. We will then include your details in the NEXT TWO issues of the Journal. If you require us to advertise again after this time you will need to submit your details again. This keeps the list up to date and means that you will have to read the list each issue to find out just what is current...

GAMING CONTACTS APPLICATION FORM

*Please add my details to the next 2 issues
of the Citadel Journal*

Name of club: _____

Games played at the club: _____

Club venue: _____

Date & time of meetings: _____

Contact name: _____

Contact tel: _____

Notes (admission fees, age range, etc.): _____

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Bexleyheath	South London Warlords*	John Merritt 0181 778 6578	16 Gainsborough Square, Crook Log, Bexleyheath, Kent	GW plus others
Bournemouth	Battlescar	Paul (01202 293 054)	Talbot view Community Centre Alder Park, Alder Road, Parkstone	*ALL* 12 noon til 5pm every Sat, £2.00 entry, refreshments
Birmingham	East Birmingham Marauders	Jon (0121 783 0935) Paul (0121 783 3246)	261st Scout Hut, Yardley Fields Rd	*ALL*, 5.30pm to 10pm Sat.
Bristol	Games Workshop Club Bristol	0117 9251533	Patchway Community Centre, Patchway, Bristol.	£1 1st eve, £2 50 mon 6pm to 10.45
Cambridge	Elite Games Club*	Sam Wallace 01763 838311		40K, E, SH
Cardiff	Cardiff University Roleplaying and Wargames Society	Martin e-mail NEAL@CARDIFF.AC.UK	Crwys Pub, Crwys road	*ALL* + RPGs, weds 7.45pm fee £2 per annum, open to all Cardiff students
Carlisle	Carlisle Games Club*	Chris Mountford 016974 73610	Newman Scholl, Cumbria	
Cheltenham	Cheltenham War Chiefs*	Heath Barnes 01242 700157	St Marks Community Centre, Hesters Way, Cheltenham, Glos	
Cheshire	The Second Legion	Sam Dale 01625 574435 e-mail beardy-weirdy@hotmail.com Macclesfield	Nags Head, Waters Green,	*ALL* + RPGs and Historical, £1 per week, age 16+
Cheshire	The Killing Field	Martin (01270) 665153	MGN Studio Crewe, Cheshire	40K, age 16+
Glasgow	Games Workshop Club Glasgow	0141 2263762		66 Queen Street.
Guildford	Games Workshop Club Guildford	Kieran 0148 451793		
Hanick	Hanick Games club*	Alex 01450 3723026		Wednesday from 6pm
Harrogate	The Harrogate Wargames Club	Ian Roberts 01423 540610	Rafa Club east Parade	*ALL* 6.45pm Thursday to 11 00pm 1st night free £1 thereafter
Inverness	Da Klub*	John 01463 242644	Spectrum Centre	
Kingston on Thames	Games Workshop Club	0181 5495524	33 Fife Road	
Leeds	Leeds Chapter	Laurie Stewart 01405 860653 (Leeds shop)	Wellesley Hotel, Wellington st, Leeds	*ALL* (some very old GW games), sun 1pm til 6., £2 fee.
Leitchworth	Warhammer and 40K club*	Rod 01462 677369	St Chris School, Leitchworth, Herts	
Lincoln	Games Workshop Club Lincoln	Gary James (01522 548027)	United Reform Church St Martins Lane.	*ALL* 6pm to 10pm Thurs, £2 (first free).
Macclesfield	2nd Legion*	Sam 01625 574435	Nags Head, Waters Green	Weds 7pm to 11 pm age 16+
Market Bosworth	The Miniatures Club*	01827 711225	Market Bosworth High School, Leics.	
Middlesbrough	Middlesbrough Warlords*	Arthur Dixon 01429 429474	St Mary's Centre, Corporation road	*ALL* Thurs eves, £2 per session, refreshments available
Nottingham	Games Workshop Club Nottingham (HO)	0115 9168410	GW HQ Lenton, Willow Road, Lenton.	*ALL* 6pm to 10pm Weds, £2 (first free).
Nottingham	Games Workshop Club Nottingham (Central)	0115 9480651	34a Friar lane	*ALL* 6pm to 10pm Weds, £2 (first free)

Gaming Contacts

UK	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Pennith	Pennith Games Club*	Dan Barham 01768 483319 Robert McNaught 01768 892085	St Andrews Parish Hall	7pm to 11pm
Portsmouth	Games Workshop Club Portsmouth	01705 876266	34 Arundel Street.	
Royston	The Rapturous Standard	Steve Renwick 01223 207095	1st Royston Scout HQ, Barkway road	*ALL* Thurs 7-10 pm
Thurrock	Games Workshop Club Thurrock	01708 867133	Unit 415, Level 3/Food Court, Thurrock Lakeside	
Watford	Games Workshop Club Watford	01923 245388	Unit Q1A, Harlequin Centre Queens Road	
USA	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Colorado	Rocky Mountain Knights	Trey Moody (303) 460-0295	Boulder, Colorado	*ALL* age 16+ most Fri and Sat
Delaware	Mirc's club*	Marc Moroz 302 830 -- 6640	TBA	*ALL*
Morozmn@acwilm.com				
EUROPE	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	Alternative Reality*	Richard van Veen 0031 (0) 164 614199	Wijkcentrum Ons Bergen, Goudenbloemstraat 17, Bergen op Zoom	*ALL*, plus RPGs, noon - 6 pm Sundays, 2,50 a time.
Slovak Republik	Club of the Green Table*	Mike Novak 09421782238 (weekends)	Švabinského 85101 Bratislava	
Denmark	Giant's Club*	Jonas 26 40 90 84	Classengade 11, St 2100 Kobenhavn 0	*ALL*, Mon to Fri 12am til 6pm and Sun 12am til 4pm
ÖZ	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Queensland	DOMINION	Deon Waning (07) 55711044	Gold Coast Community Centre, Room 3, Lawson St, Southport	*ALL* + RPGs, 1st and 3rd Sun, \$1/\$10 day/annually.
ELSEWHERE!	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
Netherlands	Cur-Wargs	George Jonkhout (5999-465 4963)	Nieuwestraat 10, Curacao,	W, 1pm to 6pm
INTERNET	CLUB NAME	CONTACT	VENUE	GAMES/TIMES
	The Razors Edge	Caine	One Who Watches@Hotmail.com	*ALL*, plus sci-fi
LOOKING FOR A CLUB		CONTACT	VENUE	GAMES/TIMES
Wirrel	Richard Evans (0151 33485)		150 Brookhurst Av, Bromborough, Wirrel	

KEY: ALL - all GW games, W - Warhammer, 40K - Warhammer 40,000, E - Epic 40K, Ne - Necromunda, BB - Blood Bowl, SH - Space Hulk, WHQ - Warhammer Quest, GW - GorkaMorka, RPGs - Roleplaying Games, Historical - Other historical wargames.

Clubs in italics will be featured in two issues, on their second feature they will be accompanied by an * which indicates that unless we receive confirmation of their continued existence from the club secretary they will be removed from the list.

NOTE: we are only providing this feature as a notice board for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. Apart from those specifically mentioned as being GW clubs there is no connection between these clubs and Games Workshop Ltd.



Naztree, 2pikee Dahrke Panzee Ravaga
could da Shadow... nah dat 2 2carhee
yoof! An dehe 2 evun moor naztree 2piky
Chaoz doode an all ra feeet ya izee on.

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas - however crazy - that would appeal to the bobby worldwide get in touch at this address:

Da Journal Bunker, Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, UK



Tony, doing his eighties rock star thing!

The Shadow is a heavy gun, grav tank conversion for your Dark Eldar army. To make it is not too difficult for the average modeller but you will need a bucket-full of bits of plastic.

THE MAIN BODY

To make the main body of the Shadow first carefully remove the seats from both Raider's fins and

The Shadow

Dark Eldar Ravager Variant (as seen in White Dwarf 233)

by Tony Cottrell

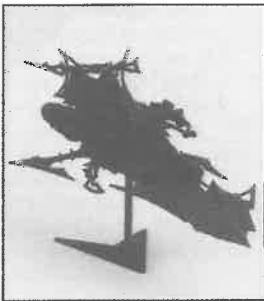
sand down the remaining hole so it's nice and smooth. Also, remove the front shields and top rails from each fuselage half. Then glue together the fuselage halves for both Raiders, after which glue the two fuselages together so that the fins become the wings for the vehicle and point slightly downwards. I used a piece of the kit sprue to pack out the top join to get the right angle. Leave this bit to dry.

Next, glue the two parts of the Eldar Falcon chassis

together (bottom hull sprue) after carefully cutting away the big pointy bits at the front. This is then glued upside down to the top of the Reaver fuselages and left to dry. Glue part F8 to the underside of the above construction.

THE FRONT

First start by sanding down the edges of two of the shields you removed from the Raider fuselages (the



Bits required to build your own Shadow

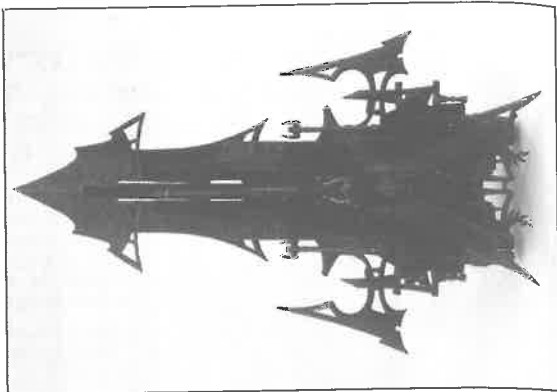
- Two Eldar Raiders
- One Eldar Falcon Grav Tank
- As many Dark Eldar Spiky bits (or the new Chaos spiky bits) as you can get
- A plastic tube (a long plastic pen will do!)

DOOR BUTCHA'S KLINIK

front bits!) so they can be glued together as shown in the photos. Glue the front gunnery platform, after removing the back lip, to the underside of the shield. To join the shield to the main body first glue your plastic tube to the centreline of the underside of the main body and inside the front of the shield's cone. You can then glue on the side platforms from the Raider as two parts after removing the centre connecting spines. You should cut and glue the tube so the distance between the shield and the main body is the right length for the side parts (more Raider side platforms).

THE PILOT'S COMPARTMENT

Taking the remaining two shields from the Raiders glue these to the top of the main body leaving a gap between them as shown in the photos. Glue the other front gunnery platform, again with the back lip removed, upside down between the two



shields. Between the shields, onto the platform, glue on the Falcon Grav Tank's cockpit. To finish off the nose of the pilot's compartment I used two extra shield bits from a third Raider but you could easily make this from card or plastic card. Finally, add the Raider tail-plane to the rear of the shields after cutting out small segments so it slots on.

THE GUNS & CREW

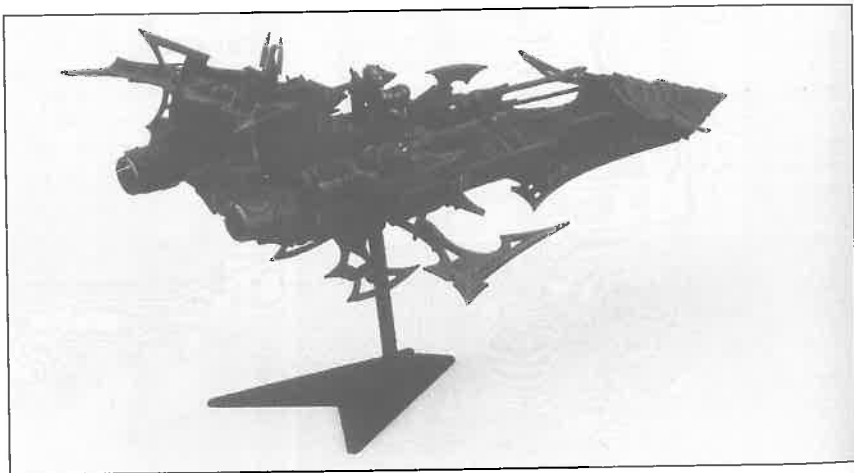
The guns on the Shadow are from the Eldar Falcon (Lascannon and antennae) with appropriate Dark Eldar Spikes and blades

added. I had a spare part from another Falcon but you could easily substitute the Splinter Cannons from the Raiders. The gunner's seat is one of ones cut from the Raiders' fins.

The pilot was made from the Falcon pilot's arms and legs and plastic Dark Eldar head and body. The gunner is the pilot from the Raider.

EXTRA DETAIL

Extra bits and pieces were added from the bits left over from the kits, especially all those lovely Dark Eldar spikes and blades!



SHADOW

	Points	Front Armour	Side Armour	Rear Armour	Bs
Shadow	160	12	11	10	4

Type: Skimmer, fast, Open Topped

Crew: Dark Eldar Warriors

Weapons: The Shadow is armed with two disintegrators and a shadow lance.

HEAVY SUPPORT: SHADOW

The Shadow is a Heavy Support choice for your army.

SPECIAL RULES

Shadow lance: *This experimental weapon manages to focus the dark energy fired by the dark lance into a tighter, denser beam, thereby increasing the range of the weapon quite dramatically. The shadow lance is identical to the standard dark lance except for that it has twice the range (72").*

The Brothers of Retaliation

By Lorens Karaca

(check out the outside back cover)

Now that you've played the scenario 'Operation Salvation', pages 62-67, here Lorens explains how he constructed some of his Chaos Space Marines - although it seems that we have been spared seeing some of the

more kinkier, androgynous members of his army!

He's also made some of the strangest, most mind-warping Tyranid creations around and shares his secrets of bio-genetics with us.

Historical Background

During the time of the Great Crusade, Laudren Thalarn was a mighty Chaplain of the Thousand Sons Space Marine Legion. He was one of the few who wanted to notify the Emperor about the suspicions against Warmaster Horus. After a speech by Laudren Primarch Magnus and the highest ranking officers, decided to inform the Emperor. It was perhaps a little hard for Thalarn to understand the Emperor's response of sending the Space Wolves to destroy

their home planet. Reluctantly, Laudren followed his Primarch Magnus as he joined with the Warmaster and the rest, as they say, is history.

During his exile on the Planet of Sorcerers Laudren's bitterness grew immeasurably. His adored Primarch had changed into a foul mutation of Chaos. Many of his brothers were hideously mutated also. Their once proud Legion had degenerated into a rabble of honourless scum who were forced to fight for their mere existence. Laudren would never

forgive nor forget the betrayal and humiliation that had befallen the Thousand Sons.

About 1000 years after Horus's death Thalarn fled the Planet of Sorcerers and hundreds of his loyal brothers followed him. They conquered an old Eldar world and built a huge fortress, the Black Cathedral. Laudren's followers began to recruit thousands of hopeful disciples and a few decades later a huge city had sprung up around the Black Cathedral.

DOOR BUTCHER'S KLINIK

Laudren Thalarn became a mighty Chaos Lord and renamed his followers the 'Brothers of Retaliation'. Two Daemon princes are his confederates along with hundreds of brothers, thousands of cultists, renegades and Daemons all at his disposal... and the time for vengeance is near.

Chaoslord Laudren Thalarn

I made his coat, robes, chest and hair from modelling putty which I sculpted to my liking. I replaced the Terminator cross on his shoulder pad and made a new Legion sign on both shoulders. I also used a whole lot of skulls from the plastic skeleton spurs.

High Sorcerer Lord Baal

His body and arms are from an Grey Knight Terminator with altered shoulder pad designs, of course. The rest of him was made from plastic skeletons skulls whilst his robes were sculpted from modelling putty.

Aedeb Ungoth, Daemon Prince

For his body I used Nagash's which has been quite heavily disguised. I've also enlarged Aedeb's lower body and made his wings and parts of his scythe out of modelling putty.

Thorn, Daemon Prince

This is a conversion between an Eldar Avatar and a Skaven Vermin Lord built up with a lot of modelling putty. The rest consists of two extra horns and some sword blades made into the gauntlet.

Tyranid Bio-constructs

Tyranids are an excellent race to convert because you are at liberty to do almost anything that you want!

Shyr'Velegars

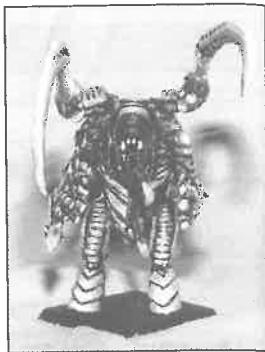
These are very big creatures that live in gigantic worms. Two legs and two claws are from a Carnifex Screamer killer but I sculpted the rest of the model almost entirely from modelling putty. *(Now that is one bizarre looking beast, obviously the result of a very unsettled mind - Ed.)*



Triphyds

These are huge killing machines that often spearhead attacks against heavily armoured troops and objectives.

To make it I used the body of a Tyranid Carnifex, a Daemon, a weapon from some plastic Star Wars tank, a few parts from the Epic range and once again a whole load of modelling putty to sculpt it all into a



malevolent looking creature.

Hedachs

These perform the same function as Tyranid Hive Tyrants in a Tyranid swarm. The body and the right arm are from an old Chaos Dreadnought. The legs and claws are from a Carnifex, a great beast to pillage or bits! The rest, as usual, I sculpted from modelling putty.

Nephrems

You will probably recognise these as being based on Warhound Titans from Epic, and you'd be dead right. The original Warhound heads have been heavily modified with modelling putty and the rest consist of bionic parts and heavy weapons from Epic figures.



TANK SHOCK!

By Stephen Thompson

Top left, Shadowword, bottom left, Baneblade and bottom right, Thunderbolt (see pages 42-49 for details)



The Brothers of Retaliation

By Lorens Karaca

(Check out these crackin' conversions at Dok Butcha's clinic on p93.)



Daemon Prince Thorn



Daemon Prince Aedeb Ungoth



Tyrandid Triphid



Lord Thalarn and Standard



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